

ISSUE NO.  
**209**  
JULY

# GTM

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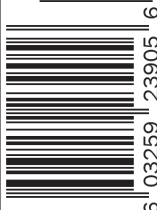
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Cities of  
**Splendor**  
*Expansions*

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- TAKE YOUR ZOMBIES!!! EXPERIENCE TO THE EXTREME WITH THE ULTIMATE COLLECTOR'S BOX!



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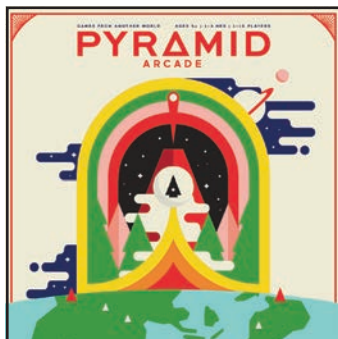
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# FATE *of the* ELDER GODS

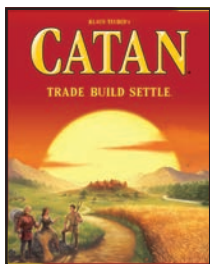
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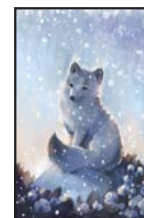
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# TRAIN HARD, THROW DOWN



**Way of the Fighter** is an expandable card game that captures the look and feeling of an arcade-style fighting game. It's simple. Two challengers, one arena, and all out close-quarters mayhem! The game primarily involves bluffing, resource management, and tactical positioning.

An expandable card game capturing the look and feel of an arcade-style fighting game. Super and Turbo come complete with their own fighters, customizability, ready-to-play games, and they can be combined for awesome tag-team action!



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**G**reetings dear readers!  
Welcome to your July issue of *Game Trade Magazine* (GTM). Summer's in full swing and you know what that means! It's HOT out there!!!

And speaking of *hot*, there are some GREAT items in this issue of GTM, including a FANTASTIC first look at some pretty awesome games like the upcoming *Cities of Splendor* expansion from Space Cowboys, USAopoly's *Rick and Morty* edition of *Munchkin*, the *Dungeons & Dragons* deck-builder, *Dragonfire*, from Catalyst Game Labs and so much more!

And if *Dungeons & Dragons* is your cup of tea, or if you're just a fan of well-crafted pre-painted plastic minis, check out the Feature article for WizKids' upcoming *Tomb of Annihilation* release from their *Icons of the Realms* line.

However, if your tastes lean to the more horror-themed, then definitely check out the *Zombies!!! Ultimate Collector's Box* from Twilight Creations, Greenbrier Games' *Folklore: The Affliction*, Greater Than Games' *Fate of the Elder Gods*, and the *Last Friday: Return to Camp Apache* design diary from Ares Games. It's almost like Halloween in July up in here!



Of course, this is all just the tip of the iceberg for what we've got in store for you in this issue of GTM. Along with all of our fantastic regular content such as Jon Leitheusser's *Tricks of the Game Trade* and our monthly reviews of new and popular games, we have a great gatefold from Daily Magic Games highlighting their many offerings set in the mythical lands of Valeria as well as their upcoming *10-Minute Heist: The Wizard's Tower* and *Merchants of Araby!*

And if that weren't all, be sure to grab the enclosed "Knocking on Dungeon's Door" Bookmark for your next round of *Munchkin*!

All this plus so much MORE is now yours to enjoy! So, without further adieu, I bid you welcome to your latest issue of GTM. Thanks for reading!

Game on,

-JG



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**From the Editor/Foreword:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



**Cover Story:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**Features:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



**Spotlights:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**Previews:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**Designer Diaries:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**Reviews:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**Exclusives:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**Games Section:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**GAMES**

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**SPOTLIGHT ON**

**GAME TRADE MAGAZINE #203**  
GTM contains articles on tabletop, previews and reviews, game related fiction, and self contained games and game modules, along with subscription information on upcoming game releases.  
GTM 203 \$3.99

**ALC STUDIO**

**FIRETEAM ZERO: EUROPE CYCLE EXPANSION**  
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster family! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Lost Children," "Lightning Thief," and "The Last Roof").  
Scheduled to ship in November 2016.  
ALC FTZ02 \$19.99

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**GAMES**

**INFLATABLE WW2**  
Scheduled to ship in November 2016.

**17POR SHELL (USED BY THE SHERMAN/FIREFLY)**  
ALC #SHSHELO03 \$15.00

**75MM AP SHELL (USED BY THE M4 SHERMAN)**  
ALC #SHSHELO01 \$10.00

**89MM SHELL (USED BY THE TIGER 1)**  
ALC #SHSHELO02 \$15.00

**SPOTLIGHT ON**

**JIM HENSON'S LABYRINTH: THE BOARD GAME**  
Will Sarah manage to defeat Jareth and his Labyrinth, or will the Goblin King turn her into a golden statue? You have fifteen hours to find out! Play with up to four friends in this fun family board game based on Jim Henson's beloved classic, Labyrinth. Scheduled to ship in November 2016.  
ALC #HLAB001 \$50.00

**ALDERAC ENTERTAINMENT GROUP**

**SPOTLIGHT ON**

**MYSTIC VALE: VALE OF MAGIC EXPANSION**  
The forces of nature and Gaea's blessings are not enough to stop the curse from spreading throughout the Valley of Uld. The druidic clans are now harnessing the power of arcane magic to repel the light and hold the land. While arcane magic offers tremendous power, it can quickly overwhelm those who are unable to control it. The Vale of Magic Expansion adds new advancement and role cards to the base Mystic Vale game, giving players more card-playing options and exciting new possibilities for powerful combat!  
AEG 5864 \$29.99

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**ASMODEE EDITIONS**

**DEUS: EGYPT EXPANSION**  
Take control of the legendary civilization of Egypt in Deus Egypt, the first expansion to Deus. Inspired by the challenges and achievements of Ancient Egypt, Deus Egypt adds a whole new realm of choices to your base game with 95 new building cards. Fully compatible in any combination with your current Deus building cards, you can choose to swap out entire groups, or use the entire new deck on its own. Scheduled to ship in December 2016.  
ASM DEU02 \$29.99

**ATLAS GAMES**

**OFFERED AGAIN**

**O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)**  
It's a terrible and ancient city that rises from the depths of the Pacific by a great coast. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a profane idol, to dreams of a dark cult, to landfall on a cyclopean metropolis and Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity - or be forever lost in R'lyeh!  
AIO 1370 \$14.95

**AVALANCHE PRESS**

**KOREAN WAR: COUNTER ATTACK**  
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, head-on forces ranging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Commander series based on these famous battles. Scheduled to ship in January 2017.  
APL 0329 \$89.99

**BATTLEFIELD PRESS**

**D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG**  
Celebrating 30 Years of NIS Manga Crusader Jeremy Faebel's just your average, your not-so-average small town. Then, two lovely young ladies enter his life. Ichika "Miss Eco" Schindler, heir to a ninja clan, and Princess Asuka of Sakai. Both are intent on marrying him for their own benefit. Can Jeremy survive their affections and weaponry long enough to take their Dragonage exam on Friday? Based on the fan-favorite anime and manga created, written, and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of NIS, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy Ninja, and Mage. Scheduled to ship in December 2016.  
S2P BPH451 \$39.95

**BATTLEFRONT MINIATURES**

**DUNGEONS & DRAGONS: STORM KING'S THUNDER**  
Scheduled to ship in October 2016.

**FIRE GIANT**  
GFF 71053 \$40.00

**THE PRINCESS AND THE GOBLIN**  
Based on the medieval children's tale by George MacDonald Young Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! They will just threaten the king and his palace and, of course, Irene. Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin, a Game of Dining Europe? Scheduled to ship in December 2016.  
MAP BW0511 \$24.00

**BEZIER GAMES**

**NEW YORK SLICE**  
"Slice 'Em!" You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.  
PSI BEZNYSL \$29.95

**BELLWETHER GAMES**

**DROP SITE**  
Recipient of the Premio Archimede 2010 Carlo Azeglio Special Prize for Best Card Game, Drop Site is about coordinating humanitarian aid shipments. As paratroopers of aid drop rapidly to matching targets on the ground, will your opponents raise your pockets to free-hall? Scheduled to ship in November 2016.  
MAP BW0111 \$10.00

**BRAIN GAMES**

**GAME OF TRAINS**  
Be the first to get your train on line in ascending numerical order in Game of Trains! Scheduled to ship in August 2016.  
RCP 3175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**Featured Item:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**Offered Again:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON

**Spotlight On:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI or Please Inquire:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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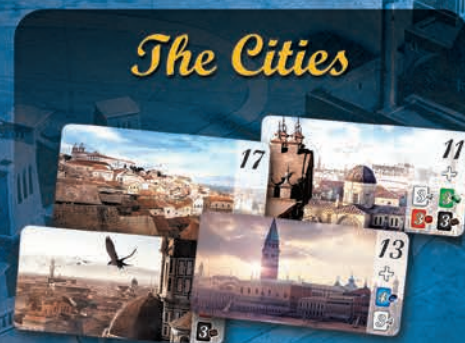
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# Cities of Splendor™ Expansions



Cities of Splendor Expansion

SPL02 | \$39.99 | Available Q3



## The Cities Await

The great cities of Europe at the height of the Renaissance. Trade and science are pushing back the borders of the world, and the roads to the Orient are open. In faraway lands, gems are mined and pulled raw from the earth. These precious stones are carried in sluggish caravans and whisked across the ocean in fully-laden trade cogs—all to arrive in the cities of Europe, where they are finely worked, set, and cut into the most beautiful jewelry in the world.

Return to *Splendor*, one of the most awarded board games of all time, with *Cities of Splendor*! The first-ever expansion for *Splendor*, *Cities of Splendor* contains four distinct expansions within the box, each highlighting and enhancing a single aspect of the original game without sacrificing any of the original's elegance or strategic gameplay. With each of the four expansions offering a fundamentally different approach to the game, the replayability of *Splendor* reaches new heights with this expansion.

## A Journey to the East

Since the day of its release, *Splendor* set a standard for strategic play and deceptive complexity. Now, with *Cities of Splendor*, each of the four expansions home in on a certain part of the *Splendor* experience, tweaking the gameplay in fascinating ways, even if your players have played *Splendor* hundreds of times already.

For instance, the first expansion included in *Cities of Splendor* introduces The Cities. These double-sided city tiles take the place of the noble tiles from the base game, and although they may seem similar, they

*This is not a standalone product: Splendor required to play.*

## The Trading Posts



## The Orient



## The Strongholds



affect the game in a remarkably different way. Instead of stirring the patronage of a noble with the development cards that players claim, each player must gather the prestige and developments that will enable him to win over an entire city! Furthermore, these cities don't offer a paltry few prestige points to a player's cause—players need to claim one of these cities to have any chance of winning the game. This expansion is recommended for players' first journey into the East, since it modifies the goal of the game and forces players to compete for more similar resources, rather than pursuing drastically different paths.

As the players continue their journey deeper into the world of the Orient, they'll find three other expansions for *Splendor* along the way. One introduces the Route to the Orient board, which invites players to establish trading posts along their path that unlock additional powers, if a player can successfully claim a set of development cards. This expansion slightly shortens the game time, and the special powers can give players an unexpected edge.

Another expansion brings thirty new Orient development cards into the game, creating new roads to victory and bringing the treasures of Asia to your table. These Orient development cards are laid out on the players' table next to the standard development cards, and are claimed in a similar way. The difference is that each of these Orient development cards offers unique new abilities, ranging from double gem bonuses, to the option to claim more development cards, to the chance to reserve a noble, ensuring that only one player will be able to secure that noble's patronage. Ultimately, the new cards in this expansion place the focus squarely on the noble tiles—players will need to find ways to get them faster, to reserve them, or to make their cards more profitable once the nobles are gone.

The final expansion included in *Cities of Splendor* invites players to center their power in strongholds. These strongholds let players reserve cards for their own use, or if all three of a player's strongholds are on a single development card, to seize that development card by right of conquest. This expansion increases the interaction between the players and can slightly increase the length of the game—in any case, players will need to find an ideal balance between slowing down their opponents and progressing their own victory.

## Travel to the Orient

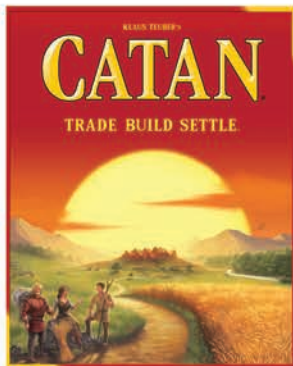
*Cities of Splendor*, the first expansion for *Splendor*, has begun its journey. Four complete expansions in one box and near-infinite replayability make this the must-have expansion for every *Splendor* player.

...



SpaceCowboysUS

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## Part II

After learning some basic strategies, you win more games. You understand production percentages. You watch out for opponents trying to block you or cut off your roads. You trade, build, and settle well. But you feel you could do better—and, the fact is, you can.

You are usually better off being flexible and matching your play style to the board set up and to your specific opponents. But sometimes you want or need to use (or avoid) a specific strategy. After all, if an opponent refers to himself as “King of the Road,” he probably prefers a road building strategy.

## Expansion Strategy

If you can get enough brick and wood production, you can build roads and settlements quickly. This is called the expansion strategy, and it can be your “road” to victory. You start with 2 settlements and 2 roads. You can build all 3 of your other settlements with 2 roads each for as little as 24 resources. With your increase production, you can compete for longest road. With the longest road, you only need 3 more VPs to win. Branching your road network can help you reach build sites quicker, but can hurt you in the battle for longest road.



## Concentration Strategy

If you can get significant ore and grain production, you can build cities and development cards quickly. This can be very effective if the other players focus on expanding. With as few as 36 resources, you can win by building 1 more settlement, upgrading your 3 settlements to cities, and buying development cards until you have largest army and a couple of VP development cards.

You buy quite a few development cards when using this strategy. Most of these will be knights. You should try to keep a knight in your hand at



# CATAN

## STRATEGIES

all times. That way, when you do play a knight, you get the maximum benefit. Don't be too rigid though; if others are competing, you have to keep up.

## Other Factors

**Preparing to meet the robber** – If you have more than seven cards, consider making a trade that you would not normally make if it would reduce you to 7 or fewer cards.

**Strength in numbers** – Be open to the idea of taking a slightly less advantageous position in order to share a terrain hex with two other players. Only one player will use the robber on this hex.

**Less diversity in resource types** – You can forgo producing a type of resource if you have a good port, or if that resource type is produced in abundance. Similarly, if you plan to build mostly cities and development cards, you will not need much brick.

**Doubling Up** – Do you want to place your starting settlements so that 1 or 2 of the production numbers next to those settlements are the same? All things being equal, if you “double up,” you will win more games, but you will finish 3rd or 4th more often when you lose. You will also have over 7 cards more often if you double up. So, when you lose, you lose big.

**We can do this the hard way or the easy way** – If you get a monopoly card, be patient and wait. Keep track of the resources accumulated. Play it when you can collect a lot of resources. But don't wait too long... If you are going to play a monopoly, first trade away all of the resources you plan to monopolize. Then, play the monopoly card. But, beware—some players may take offense.

**Waiting for good-roads** – You can save a road building card to make a big move to take longest road.

**Next Up – Playing the Meta Game**



# CATAN

—SEAFARERS SCENARIO—

## LEGEND OF THE SEA ROBBERS™



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# ICONS OF THE REALMS

## TOMB OF ANNIHILATION™



**D&D ICONS OF THE REALMS: TOMB OF ANNIHILATION BOOSTER BRICK**  
**WZK 72871 ..... \$15.99 | Available July 2017!**

You've taken on evil cultists to prevent the rise of Tiamat from the Nine Hells in *Tyranny of Dragons*. You've waged war against prophets, monsters, and creatures on the Material Plane with *Elemental Evil*. You've saved the Underdark while preventing the Demon Lords from taking over Faerûn in *Rage of Demons*, and you've forged an alliance with King Hekaton's court of giants in *Storm King's Thunder*. You've defeated beasts, overcome challenges, and found allies across the Forgotten Realms with *Monster Menagerie* — and now it's time to take on your greatest threat yet with *Tomb of Annihilation*. The monsters and heroes of the Forgotten Realms come to life once again with our newest *D&D Icons of the Realms* release, *Tomb of Annihilation*, the seventh set of randomly sorted, pre-painted miniatures from WizKids.

Something evil is trapping the souls of the dead and draining life from all who've been raised from death by magic. Your next adventure will take you into the jungles of Chult to locate the lost city and the Tomb of the Nine Gods, where you must find and defeat the source of the "Death Curse." Before you embark on your next adventure into the Forgotten Realms, you'll want to familiarize yourself with the dangers you may encounter in the *Tomb of Annihilation* campaign.

Before you confront the evil architect of the plague, you'll need to vanquish some of his minions along the way. Lurking in the darkest parts of the forest, the Redcaps' eyes are always watching. These terrifyingly homicidal sadists are ready to kill and complete their ritual of dipping their hair into a pool of freshly spilled blood.

If you make it past the Redcaps and continue to navigate through the jungle peninsula, you should be wary of your surroundings. You just might find yourself near the Valley of Lost Honor overrun by Firenewts. One wrong move and these hot-tempered creatures will make you feel the burn. For those adventurers that prefer to travel near the coast, new aquatic terrors await. The Merrow will be happy to send your entire party to a watery grave.

With hex and horror and nasty little spells, there are some very unsavory foes to introduce. The names and deeds you may have heard of, but there's no mistaking when you meet these fiends. Beware the dark maiden, Valindra Shadowmantle. Sent to discover and seize control of the source of the "Death Curse" by the Red Wizards of Thay, she currently searches the jungles of Chult. With her ability to

appear as a living elf, Valindra can easily conceal her lichdom and present herself as a scholarly wizard.

If you can make it past Valindra, through the lost city, and to the Tomb of the Nine Gods, there will be even more challenges to face. The classic and unforgettable Skeleton has been given new weapons and is ready for a fight alongside its Skeleton Key counterparts that are sure to be important to your success in the Tomb. Strewn with lethal traps, the Tomb will test your skills to douse fires, bypass pits, evade blades, and deflect magic. You'll also have to make it past the Stone Juggernaut if you want to reach your evil adversary.

Although the dangers may seem numerous, you're not alone on this quest. Qawasha, a Chultan druid, is on a mission to eradicate the undead menace with his vegepygmy travel companion. With his skills he'll be a good match when using the powers of the wild to purge and heal the land.

Then there's immortal Ranger Artus Cimber, and his traveling companion, Dragonbait, who could be useful allies — if you can gain their trust. Artus may be able to provide necessary information, but be careful, as he's being hunted for possessing the *Ring of Winter*, an artifact that he'll protect at all costs. Befriending such a wanted man may lead to more enemies and threats along your adventure.

Lastly, to battle such foes will require daring and inspiring heroes, and none can be more so than the epic duo of Minsc and Boo. Minsc's presence, alone, will make you stand and deliver, and astride his shoulder, Boo, the mighty miniature space hamster, sits so he has a better look at you. Returning that gaze will fill you with the righteous wrath to give evil a good swift kick in the morals. As titans among mortals, this pair will likely add the light-hearted chuckles and power they're renowned for. Such inspirations are sure to help you overcome the challenges you will face!

New monsters and heroes aren't the only exciting twists found in *Tomb of Annihilation* — you and your party will also enjoy larger miniatures representing bigger threats. As a bonus, clear-injected variants of figures will help you show when characters are hidden, using stealth, but most importantly, are invisible. So, join us once again on a journey to the Forgotten Realms!

Sharpen your steel and strengthen your adventurers, for fate is not done with you yet! Pick up *D&D Icons of the Realms: Tomb of Annihilation* at your FLGS this July.

...

# DEAD OF WINTER

## WARRING COLONIES

A CROSSROADS GAME EXPANSION

WE'RE SURVIVORS.  
AND WE'LL DO ANYTHING  
TO KEEP IT THAT WAY.

PREPARE FOR WAR.



# Folklore

## THE AFFLICTION



When we first started working with Twin Fire Productions, we were unaware of the rabbit hole we had tumbled down, or the glorious winding journey it would take. Along the way, we met many strange characters, and some of them were found in the game itself. This has been the most challenging game we've worked on to date. But, it's also been such a rewarding one, to watch this wonderful world — deep, rich, and fully realized — come to life. As a developer of *Folklore: The Affliction*, this was my experience.



### GAME OVERVIEW

In *Folklore: The Affliction*, you take on the role of a character in an alternate European Dark Age. Your quest is to rid the land of the evil creatures that plague it. Like any roleplaying game, there are many elements of questing and fighting monsters. However, the card decks and story books take on the role of the GM. You begin on the world map wherever the story starts for each character.

From each location, you are given choices in the form of story moments. Some of the choices cause your party to travel the world map, rotating through each player as the leader, fulfilling challenges and tasks. These story moments come from road cards, alternating day or night, or off-road cards, which have higher risk, but offer greater reward. Once you arrive at the next destination in the story, you move forward with your main campaign.

### FOLKLORE: THE AFFLICTION

PSI GNEFL01 .....\$99.95 | Available September 2017!

Sometimes you'll engage in a skirmish with one or two creatures, using the stats on the skirmish side of each creature's card. Other times you'll have a full-blown encounter, which uses a tile map with environment conditions and miniatures for your characters and the antagonists. Each of these moments in the game grant opportunities to gain lore, coin, and artifacts, but there's also the danger of losing vita. Each of these can be exchanged in the towns on the world map for gear your adventurer needs, and allows them to level up.

However, as the characters become more powerful, so too does the game. The difficulty of each skirmish and encounter grows with the number of players and setting of the story. So, as the players level up in their abilities, the dark creatures of the night evolve, as well. Like a campaign, the game ends after defeating the abomination. Character and campaign record sheets are used to keep track of your adventure until the next session if you wish to carry on the tale. Or, you can start fresh and begin the game with different choices from the first time 'round.

### THE WORLD

The land of Kremel has been plagued with mysterious deaths, frightened villagers, and a sickness that creeps insidiously across the land. In the core stories, you come across some of the most powerful and ancient of these evil spawns. The world is a dark and wild place, reminiscent of the Black Forest. True to the gothic genre, the creatures you encounter include werewolves and vampires. You may even cross paths with an evil spirit — but bear in mind, if you die, you may also become a ghost, until you can be restored to your corporeal body to continue your quest.

### THE CHARACTERS

Each of the six core characters are an archetype of the adventuring genre. The Arcanist, the avenging Madman, the Exorcist...each one has special abilities that can level up. However, their personal tale is told in broad strokes to allow the player to fill in their own details.

### WHY FOLKLORE?

All the components add up to one amazing adventure. There isn't a single, isolated thing that doesn't serve to make the game better as a whole. I started playing *D&D* (Second Edition) in middle school and never looked back. During a weekend when I had the opportunity to play all six stories with the *Folklore: The Affliction* designers, there was a moment when we were attacking the vampire queen, and all our hopes rode on the bite accuracy of someone's snake companion. I simply started *laughing*. When else would we ever be able to counter-attack, bite-for-bite? This is exactly why I play games — for the adventure and magic of imagination.

...

*Julie Ahern is the Lead Creative Writer and Director at Greenbrier Games. Working with the great talents at Twin Fire Productions, she assisted in writing the expansion stories and creating the rulebook for Folklore: The Affliction.*

# Folklore

## THE AFFLICTION



**\$95**



1-5  
PLAYERS



60-90  
MINUTES



14+  
AGE

#091037688378

## ZPOCALYPSE 2:

# WASTELAND



2-5 PLAYERS



2 HOURS



AGE 14+

**\$25**

\* Expansion: Requires Core Game to play



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# LAST FRIDAY

## RETURN TO CAMP APACHE

LAST FRIDAY: RETURN TO CAMP APACHE

AGS ARTG002..... \$34.90 | Available September 2017!

Ten years later... in the village of Spring Forest, close to Camp Apache, someone or something seems to have awakened... something the villagers have tried to forget for years: A Demon able to live in the dreams and twist them into nightmares! The horror and suspense of Last Friday – the board game set in a summer camp where young campers try to survive a long weekend of terror with an undying maniac hiding in the shadows of the forest – is coming back with the expansion Return to Camp Apache. In these designer's notes, author Antonio Ferrara talks about the expansion.

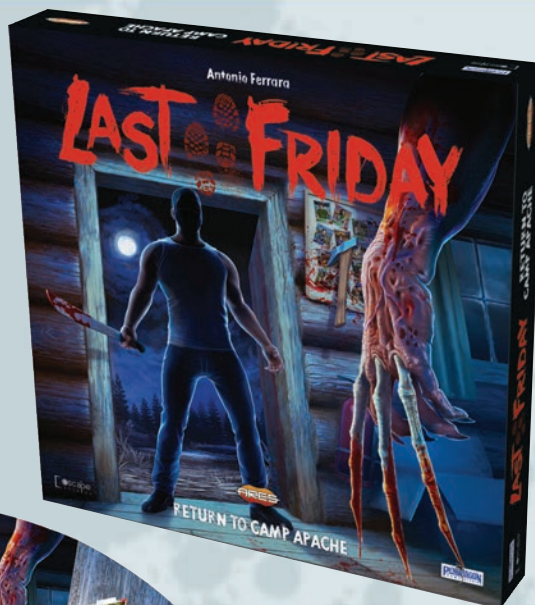
I thought I had completed my job with Camp Apache, but some legends never die, or do they? So...

At first I was hesitant, because I believed the base game was enough, but I was wrong. Ideas are as bittersweet as honey and they arrive when you least expect them. The more I mulled on the idea of a game expansion, the more I realized there were many ways it could make Last Friday even more thrilling and addictive.

Return to Camp Apache introduces new challenges and objectives. First, there's the ability to play two new interconnected chapters, but using different dynamics, with two evil opponents playing at the same time – the Maniac and the new Demon (who's equipped with new and exclusive power-ups). Five new campers (each with unique characteristics) are introduced, along with new kinds of Clue tokens (such as the longbow and the torch), and two new special characters: the Marshall and the Witch. Special characters are empowered with a great variety of exclusive actions and power-ups, such as the revolver and the voodoo doll. The box also contains the "on fire" board overlays, which change the aspect of Camp Apache and the cards of the new characters (Demon, Marshall, and Witch). In addition, there's material such as the new Camper Equipment sheets, new tokens, a new Demon tracking screen, a sandglass, and... well, I can't spoil everything to you, can I?

With this expansion, I wanted to make the game even more fluid and adrenaline-filled... that's why the sandglass has been introduced. It's activated when the Maniac and the Demon finish their turn. At that point, the Campers have only two-minutes to play their game turn, not following a determined turn of play but moving all together. The sandglass simulates the panic and tension and trepidation you'd feel if hunted by two mad killers in a summer camp, alone in the woods.

The story takes place ten years after the first four chapters of the base game and introduces two new chapters. In Chapter V, the Campers, to escape the Demon, enter the woods looking for the Marshall and a missing girl who seems to have strange powers. All tracks lead to Camp



Apache, but they don't yet know a Psycho hides in that place, who never really died. They must escape from a double threat, waking the Marshall and Witch from their nightmare-filled slumber. Only these two characters can possibly put an end to the horrors. Depending on how this Chapter closes, the interactions in the following chapter change.

The 6th Chapter begins with a fire started by the Campers, which ignites in one of the bungalows and advances, burning anything around it (including Campers and Psychos). Campers are convinced the purifying fire can eliminate the evil once and for all, but the Marshall and the Witch fear that the fire may not be enough, and they must personally put an end to the horrors cursing the camp. They'll have to track down the Evil and make certain it never returns. But, in the meantime, they'll be vulnerable to those who move in the shadows and are still thirsty for blood. In a whirl of fear, who will survive the last night of Camp Apache? Who will be the Prey and who the Predator? Who will pursue who, and what?

In addition to the two new chapters, there's a new playing mode I call "Survival Horror Mode," which combines the first four chapters of the base game with the new components and interactions presented in this expansion, to make the Last Friday's experience even more engaging and thrilling.

Despite the introduction of new components, I can say Return to Camp Apache makes Last Friday faster, more instinctive, and more suspenseful, bringing a cinematic experience to your gaming table.

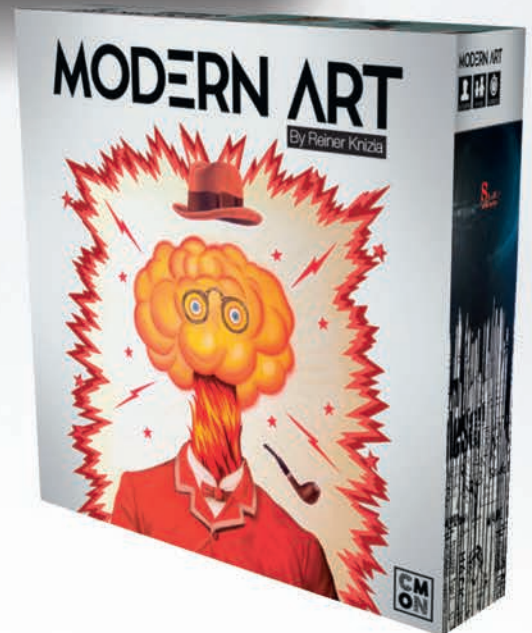
...

Antonio Ferrara is a novelist and game designer with a passion for horror movies and books. Together with Sebastiano Fiorillo, his partner at Escape Studios, he has authored the games Stay Away! and Last Friday.



# MODERN ART

By Reiner Knizia



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Twilight Creations Presents

# ZOMBIES!!!

Ultimate Collector's Box

## ZOMBIES!!! ULTIMATE COLLECTOR'S BOX

TLC 2412..... \$275.00 | Available June 2017

In 2001, *Zombies!!!* first challenged players to beat their fellow survivors to the helipad and escape to live another day. Along the way, they'd have to avoid (or kill) zombies, find a few more bullets for their ever-present gun, loot some stores, and suffer the "help" of their fellow players. In 2017, players can engage in the ultimate zombies experience with the *Zombies!!! Ultimate Collector's Box*. A wise man once asked, "What's in the box?" — and we're here this month to answer that question and perhaps a few more. So, grab that chainsaw and your last three bullets, because it's time to run for the helipad one more time.

The original *Zombies!!!* is an innovative, tile-based miniatures game where players search for and attempt to reach a point of escape in the midst of ever-increasing waves of zombies. This can vary depending on the map, but the classic goal is a helipad that will take your character to safety, maybe even to the mall!

Players begin the game with three bullets for their trusty sidearm and three hearts to represent their hit points. Each turn, players draw and play a map tile, revealing more of whatever area their poor survivors are currently trying to escape. There are numerous locations featured in the game, from everyday small towns, to military bases and, of course, the mall. You might outrun the zombie horde, but you'll *never* escape the mall!



Tiles add more zombies and, possibly, useful items to the map. You then roll a die twice, once to move your survivor and another to guide the zombies. When you enter a square with zombies in it, you must fight! You have a 50% chance to win a combat with a zombie. If you fail, you can either use some of your precious bullets, or lose one of your hearts and start the whole process again next round.





In addition to the original, competitive game, the *Ultimate Collector's Box* also features cooperative play, where players must get everyone to the helipad, team play where players split into groups and one must get everyone on their team to the helipad, and even scenario play, where the players fulfill additional conditions before reaching the helipad. For example, a player might have to locate and rescue survivors. One of the scenarios even puts a player in control of the zombies, with the task of making sure no one makes it to the helipad — alive. The rest of the players, of course, are attempting to escape as normal.

Anyway, here's a (not so) brief list of what's included: *Zombies!!! Third Edition*, *Deadtime Stores*, *Zombies!!! 2: Zombie Corps(e)*, *Zombies!!! 3: Mall Walkers*, *Zombies!!! 3.5: Not Dead Yet*, *Zombies!!! 4: The End*, *Zombies!!! 5: School's Out Forever*, *Zombies!!! 6: Six Feet Under*, *Zombies!!! 6.66: Fill in the \_\_\_\_!!!*, *Zombies!!! 7: Send in the Clowns*, *Zombies!!! 8: Jailbreak*, *Zombies!!! 9: Ashes to Ashes*, *Zombies!!! X: Feeding the Addiction*, *Zombies!!! 11: Death Inc.*, *Zombies!!! 12: Zombie Zoo*, *Zombies!!! 13: DEFCON Z*, *Zombies!!! 14: Space Bites*, *Zombies!!! 15: Another One Bites the Dust*, *Bag O' Bullets*, *Bag O' Hearts*, and finally *The Official Zombies!!! Board Game Soundtrack* from *Midnight Syndicate*. As if that weren't enough, the *Ultimate Collector's Box* contains hundreds of miniatures, including hordes of zombies, with a handful of humans, dogs, clowns, kids, and office workers tossed into the mix.



Since its original release, *Zombies!!!* has seen a tremendous level of support. The *Ultimate Collector's Box* is packed with 16 expansions, plus the *Deadtime Stories* supplement. It's a truly massive amount of material you couldn't say in one breath without passing out. Seriously, don't try, you'll fall, hit your head, and wake up in the hospital with your wife, son, and best friend gone, and the zombie apocalypse in full swing. No wait, that's that *other* zombie apocalypse.

**About the *Zombies!!! Ultimate Collector's Box*:** The *Zombies!!! Ultimate Collector's Box* was designed by Kerry and Todd Breitenstein for 2-6 players ages 12 and up. Game times vary extensively based on which expansions you add to your base game.

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# The Fox in the Forest

## THE FOX IN THE FOREST

RGS 00574 ..... \$15.00 | Available Summer 2017!

*The Fox in the Forest* is a new card game from Foxtrot Games and Renegade Game Studios coming out this Summer 2017. It is first and foremost my love letter to trick-taking games. I've had a passion for trick-taking games most of my life, going back to a high school experience filled with games of *Bridge* and *Pinochle*. I wanted to provide that same type of experience, but in a two-player game, letting players get that same classic, trick-taking feel with only one other player.

As in many trick-taking games, players have a hand of cards with suits and ranks. Half of the cards represent fairy tale characters, like a Fox or a Witch, with beautiful illustrations by storybook artist Jennifer L. Meyer. These cards have special abilities that activate when played: letting you change the trump suit, lead despite losing the trick, and so on. These special abilities provide players with many tools to control the flow of play and disrupt their opponent's plans. Players score points based on the number of tricks they win in a round. But, if you get greedy and win *too many* tricks, you'll fall like the villain in many fairy tales and score no points for the round. This push-and-pull in scoring provides the same sorts of tension that can be found in classic games like *Spades* and *Hearts*.



scoring to reflect both actions in play as well as the end of the hand. In reading through the book, I took inspiration from *Piquet* and *Écarté*, both two-player trick-taking games. *Piquet*, in particular, is an excellent game that I've enjoyed in the past. What struck me is that two-player trick-taking games are woefully underrepresented in the hobby. Aside from a small handful of games, I couldn't really think of any modern takes on the category. Armed with my new inspiration,

and keeping to my theme of melding

spells with a traditional card game, I re-designed it

into a two-player, trick-taking game.

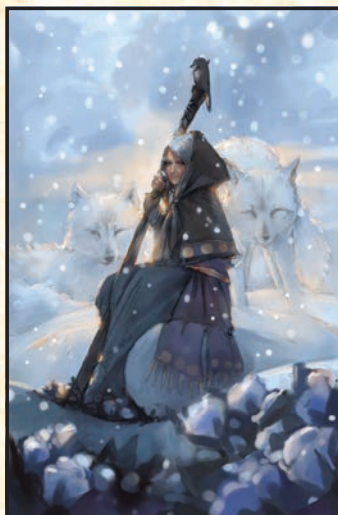
After playtesting and refining this version of the game for a while, and seeing the potential, I finally arrived at a version of the game that I was comfortable showing to blind playtesters. When that feedback was positive, I started thinking about what to do with the game. With its classic feel, and knowing that Randy Hoyt of Foxtrot was a fan of these sorts of games, I sent him the pitch in February of 2016. He had a look at the game, and my hunch was right! It didn't take long for us to sign a contract and to start further developing the game.

With Randy and his fantastic team on the case, the game improved rapidly. We made the scoring system more sophisticated, expanded the deck by an additional rank, improved the abilities on the cards so they were cleaner in play, and removed some elements that were just a bit much for players to deal with. What emerged from that process was exactly what I'd hoped for at the beginning: a game with the feel of a classic card game, in a tight, modern, beautiful package.

I met my future wife during a game of *Bridge*. My strongest memory of my grandfather is of playing *Cribbage* with him. All

through my life, classic card games have been there for me, and I'll always love these types of games. What I hope people find with *The Fox in the Forest* is a new game, with the depth and style of those classic games, but one that they can share and dive deeply into with a special someone in their life. Thanks to the tremendous work from Randy and his team, I'm so proud of how the game turned out, and I can't wait to see what everybody thinks of it.

...



*The Fox in the Forest* started life as a much different game. Grant Rodiek and I were working on *Hocus* back in early 2014, a game that is basically *Poker* with spells. At the time, our vision for it was to include several games in the box. I was looking at trying to create a magical variant of *Cribbage*. *Cribbage* was the Buergel family game growing up, a game that my uncles, parents, and grandfather all played, and is the game I have been playing the longest in my life. After I tortured some of my friends with my early magical *Cribbage* variants, I decided that path probably wouldn't work.

I retreated with my beloved copy of David Parlett's *"The Penguin Book of Card Games"* for inspiration. I knew I wanted to keep it to a two-player version, and I wanted the



## SWI46 | \$59.95

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# BUILD A BOOMING METROPOLIS IN SAMARA



## SAMARA

TTT 2020 ..... \$34.95 | Available September 2017!

The Russian city of Samara sits at the junction of the Volga and Samara Rivers. This picturesque, almost idyllic setting near the base of the Zhiguli Mountains, is a booming metropolis, home to over 1.16 million people. In fact, the city, after being closed off from the rest of the world for decades, recently hosted the European Union and has become a center for culture, politics, and industry within what is considered European Russia. But, how did this beautiful city nestled in the south-eastern section of Russia come into being? That's what you have to determine in *Samara*, the latest board game from Cwali Games and Tasty Minstrel Games. *Samara* tasks you with building the fledgling community of Samara. Compete for tools which give you the ability to work with the materials you need – wood, stone, and glass – in order to eventually build the most prestigious buildings.



You stand on the hill overlooking a peaceful valley. Cutting through and converging to it are two rivers; rivers large enough to carry much-needed materials. Because, as you look over this tranquil vista, you imagine a bustling city, a gathering place for business and artists alike. You imagine structures reaching into the skies, touching the clouds. You envision the future of the city you want to create – Samara.

Month after month you toil, hiring workers, gathering tools so you can work with the almost unending flow of materials being delivered. But, you're not the only one who sees the possibilities for this untouched land. There are others who want to create as magnificent a city as you envisioned. However, they compete for the same resources, and hinder you by obtaining the tools necessary to complete the tasks, beating you to the opportunity to build ever-larger structures. But, you've learned to take advantage of those times when the competition

isn't productive, when they take a break from building their businesses in order to accomplish even more in the coming months.

Time passes as you move your workers – singularly or, to give yourself more options, in groups. Move too far ahead to get that specific resource you know you must have, and you may have to wait while others gather even more resources which could help them as the months march on. You'll be forced to watch the limited resources dwindle. But, you're a savvy builder. You knew exactly what you were doing as your rivals methodically move forward. You built your strength, increased your workforce, and now, you make your move and start the process to construct the most impressive buildings and turn your vision of what Samara should be into reality.



## WHAT YOU CAN DO ON A TURN

Buildings and tools are randomly placed on the board. On your turn, you can do one of four things:

- Get tools (saws, trowels, glass blowing tools). To do this, you move forward to the month in which you can claim a particular tool or building you want. Depending on the number of workers you move, you can select a tool or a building from a higher level.
- Get buildings if you have collected the required number of tools to do so.
- Obtain more workers by moving your female worker (you have one male and one female worker to start the game) as far as she can go on the calendar board. At that point, you add another worker with her.
- You can "bow out", which can be used as a tie-breaker if needed.

Tasty Minstrel Games continues to find and bring unique and absorbing Euro games to the gaming public. *Samara* continues that tradition. It's a surprisingly strategic worker-placement game housed within a fairly small package that's easy to learn, but full of great re-playability.

...

*Rick Schrand, Director of Sales & Marketing, Tasty Minstrel Games, is a long-time board game industry veteran who has yet to lose his love of sitting down and being trounced by everyone he plays against. He currently holds what he considers to be a world record, rolling 32 1s in a row while playing Fortress America against his son, Brandon.*



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#### GAME TRADE MAGAZINE #211

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 211 .....\$3.99

ART FROM PREVIOUS ISSUE



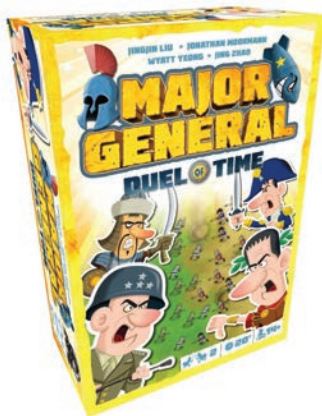
## APE GAMES



#### DARK IS THE NIGHT

Hunt or be Hunted! A hunter has set up camp in a dark and dangerous forest. In the middle of the night, she's awakened by a guttural growl in the darkness, just outside the light of her small campfire... again! Now, she'll need keen wits and sharp aim with her crossbow to survive the night! *Dark is the Night* is an asymmetric, two-player game of hunt-or-be-hunted. Scheduled to ship in August 2017.

IMP APE2800 .....\$20.00



#### MAJOR GENERAL

Well, there you go getting yourself involved in a Time War! Fortunately, you have the best generals in history on your side! Unfortunately, so does your opponent! Claim the most territory on the battlefield in *Major General: Duel of Time*! Scheduled to ship in August 2017.

IMP APE2900 .....\$15.00

## ARCANE WONDERS

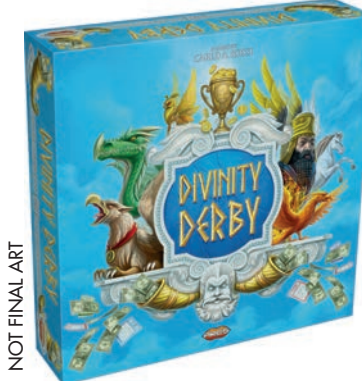


PSI AWGDE01SNX1

#### SHERIFF OF NOTTINGHAM: MERRY MEN EXPANSION

*Merry Men* expands your games of *Sheriff of Nottingham* to six players as you bluff, bribe, and negotiate your goods into Nottingham. Take your contraband to the Black Market, fulfill special orders, and much more! Scheduled to ship in September 2017.

.....\$24.99



NOT FINAL ART

AGS AREU004

#### DIVINITY DERBY

Ready to place bets on a race of mythological proportions? Zeus has invited you, along with other divine friends from across the Multiverse, for a little get-together on Mount Olympus. After a legendary lunch and a few pints of Ambrosia, you start wagering bets on which mythic creature is the fastest - and the only way to know for certain is to summon all those creatures for an epic race, with the Olympic "All-father", Zeus, as the ultimate judge! In *Divinity Derby*, players assume the role of a god (Anansi, Horus, Marduk, Odin, Quetzalcoatl, and Yu Huang the Jade Emperor), betting on a race among mythological flying creatures. Scheduled to ship in September 2017.

.....\$39.90

#### GALAXY DEFENDERS: FINAL COUNTDOWN

The end of the war is imminent - let's start the Final Countdown! Expand the *Galaxy Defenders* agency's army with these powerful, new agents - Scandium, Vanadium, and Xeno-Warrior - and unleash their unique classes, powers, and items! Plus, take the battlefield to the Third Dimension with new Doors and Windows Stand-up tokens! Also included is an additional set of custom *Galaxy Defenders* dice. Scheduled to ship in September 2017.

AGS GRPR008 .....\$39.90



### SPOTLIGHT ON



#### LAST FRIDAY: RETURN TO CAMP APACHE

Only Evil Can Stop Evil! In the wake of the tragic Camp Apache massacre over a decade ago, an ancient Evil is awakening - again - one that the neighboring village of Spring Forest have laid to rest and tried to forget for years: a Demon who can enter your dreams and twist them into horrible nightmares! The citizens need help, but the Marshall who long ago was "Predestined" to defeat Camp Apache's maniac has disappeared. Now, they must return and face not only the homicidal terror that yet stalks the grounds of Camp Apache, but also a new, supernatural nightmare! Will the Maniac stop the Demon, or will they work together to slaughter their mortal enemies? Scheduled to ship in September 2017.

AGS ARTG002 .....\$34.90

#### MONSTERS VS HEROES: LONDON AFTER MIDNIGHT

Heroes and monsters fight to the death in the streets of Victorian London! Van Helsing and Sherlock Holmes, Vampires and Imps, Queen Victoria and the Baker Street Irregulars meet in *London After Midnight*, a thrilling mash-up of Victorian mystery and horror stories. Scheduled to ship in September 2017.

AGS ARCG005 .....\$14.90



NOT FINAL ART

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## ASMADI GAMES



### INNOVATION: ARTIFACTS OF HISTORY (THIRD EDITION)

This fourth expansion to *Innovation* features unique artifacts from the ages, such as the Declaration of Independence. These cards feature very powerful dogma effects, but are difficult to wield. Scheduled to ship in June 2017.

ASI 0154 .....\$20.00



### INNOVATION: ECHOES OF THE PAST (THIRD EDITION)

This first expansion to *Innovation* adds 110 new cards to the game, including five new special achievements. Scheduled to ship in June 2017.

ASI 0151 .....\$20.00



### INNOVATION: CITIES OF DESTINY (THIRD EDITION)

With *Cities of Destiny*, the third expansion for *Innovation*, players can now add cities to their civilization-building efforts. Scheduled to ship in June 2017.

ASI 0153 .....\$20.00



### INNOVATION: FIGURES IN THE SAND (THIRD EDITION)

This second expansion to *Innovation* adds historical figures from throughout the ages - people who were innovative! Scheduled to ship in June 2017.

ASI 0152 .....\$20.00

### INNOVATION: DELUXE EXPANSIONS BOX SET

Invent your way to an empire! *Innovation* is a card-driven journey through humanity's ideas and advancements from prehistory all the way to the Internet. Can you claim enough achievements before technology moves past you? This *Deluxe Edition* of *Innovation* includes all four expansions produced in the *Third Edition* format. Scheduled to ship in June 2017.

ASI 0155 .....\$70.00



## ASMODEE



### CAPTAIN SONAR: UPGRADE 1 EXPANSION

This first expansion for *Captain Sonar* adds new elements to your games of fierce, manned, submarine combat, including five new scenarios, two brand-new weapons, and different ways to play the Captain and Radio Operator roles. Twenty new large role sheets (five for each scenario) expand your games of *Captain Sonar* into new regions, while two new special weapons increase the tension and variation between games, providing new tactics to utilize in destroying your foes. Scheduled to ship in September 2017.

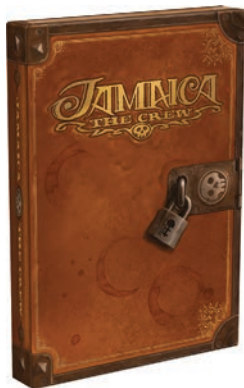
ASM CPT02 .....\$24.99



### CONAN: STYGIA EXPANSION

Far to the South of Conan's home lies a dry, arid land where a rugged people eke as much of a life as they can out of the sands. The environment is not the only danger in these lands, however, as there is a darker, more sinister power at work. Now the dead rest uneasily beneath the sands and monstrous beasts devour men like cattle as the great and powerful watch on, eternally. Delve deep into the sands of Stygia, through undead crypts and hordes of undead abominations to uncover the real evil that lurks beneath this sunburnt land with the *Stygia* expansion for *Conan: The Boardgame*. Scheduled to ship in September 2017.

ASM CON23 .....\$59.99



### JAMAICA: THE CREW EXPANSION

The Crew expansion introduces a set of 20 new characters, each with a special power, designed to bring more variety and excitement to your games of *Jamaica*. The characters may be hired when you're able to pay for the fee of a harbor, and they're "loaded" like any other resource, following the same rules. Scheduled to ship in September 2017.

ASM JCA02 .....\$24.99



galaxy! In *The Lost City*, the first expansion for *Loony Quest*, players discover five new worlds and strive to master the previously unseen challenges of this 32-level content pack! A 3D-pyramid spaceship turns up the fun factor as you travel through secret passages that let you reappear in another location on the level. Scheduled to ship in September 2017.

ASM LQ02 .....\$19.99

## SPOTLIGHT ON



### SECRETS

From renowned designers Bruno Faidutti & Eric M. Lang, players in *Secrets* are heads of a spy agency seeking to recruit the best elements. But, in the shadow of the Cold War, it's hard to know friend from foe. Find your teammates, fool your enemies, and become the most influential agency. But, beware the Hippies - they could very well save the world! Scheduled to ship in September 2017.

ASM SEC01 .....\$24.99

## SPOTLIGHT ON



### SPLENDOR: CITIES OF SPLENDOR EXPANSION

*Cities of Splendor* introduces four complete expansions, each accentuating and highlighting a different aspect of *Splendor*. 'Towers' allow players to reserve additional cards, 'special powers' introduce a new layer of engine building, 'cities' give players a new goal to strive towards, and a range of exciting development cards add spice to any game. Scheduled to ship in September 2017.

ASM SPL02 .....\$39.99

### LOONY QUEST: THE LOST CITY EXPANSION

The Arkadia tournament is now over, but the king's exiled evil brother Vadoor has caught the five adventurers and is sending them far away. To save the kingdom, our heroes must flee a pirate ship and find the legendary sunken city of Spectra, inhabited by a hitherto-unknown, ancient tribe of Loonies who appear to have come from another

## BATTLEFIELD PRESS



### 5TH EDITION FANTASY: SHERWOOD - THE LEGEND OF ROBIN HOOD

Welcome to Sherwood Forest, a place of mystery and excitement. Band together to oppose the forces of the Sheriff and Prince John in England during the Third Crusade. Create your characters to do what's best for England and King Richard by protecting his interests at home. This setting book for *Fifth Edition Fantasy* allows you to play in the Medieval England of the period of the Third Crusades. Scheduled to ship in July 2017.

S2P BPIHR07FE .....\$24.99



### SAVAGE WORLDS RPG: BEN DUNN'S NINJA HIGH SCHOOL - THE ANIME AND MANGA ROLEPLAYING GAME

Celebrating 30 Years of *NHS Manga Craziesties*! Jeremy Feeple's just your average high-school kid living in Quagmire, your not-so-average small town. Then, two lovely young ladies enter his life: Ichikun 'Ichi Koo' Ichinohei, heir to a ninja clan, and Princess Asrial of Salusia. Both are intent on marrying him for their own benefit. Can Jeremy survive their affections and weaponry long enough to take that Steamology exam on Friday? Based on the fan-favorite comic book series *Ninja High School* (NHS) created, written, and illustrated by Ben Dunn and powered by the *Savage Worlds* system, *Ninja High School: The Anime and Manga Role Playing Game* puts you in the driver's seat of the high-flying antics of *NHS*, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Bunny, Ninja, and Magus. Scheduled to ship in July 2017.

S2P BPINHSS .....\$19.99

## BELLWEATHER GAMES



### WINDUP WAR

When the kids are away, the toys come out to play...and FIGHT! Assemble your army of toys, turn the keys, and spring into battle! Can you lead your toy army to victory in *Windup War: The Cutest Combat Card Game*? Scheduled to ship in August 2017.

IMP BWR0611 .....\$20.00

## BEZIER GAMES



### ONE NIGHT/WEREWORDS CARD SLEEVES (50)

Scheduled to ship in June 2017.

PSI BEZONSL .....\$19.95

## BLUE ORANGE USA



### KINGDOMINO

In *Kingdomino*, a strategy game that plays like dominoes with a kingdom-building twist, players connect new dominoes to their existing kingdom, making certain at least one of its sides connects to a matching terrain type already in play. Secure tiles with crowns - these royal treasures help to multiply the worth of your kingdom at the end of the game! Scheduled to ship in June 2017.

BOG 03600 .....\$20.00

## BLUE PANTHER



### DEAD THINGS: ZOMBIETOWN

Where's that extra zombie when you need one? It's right here! *Dead Things: Zombietown* comes with two large terrain maps and 20 standup zombie tokens for accessorizing your zombie apocalypse. Scheduled to ship in August 2017.

IMP BPN2014.....\$12.00



### FLAT DICE: CARD SUITS

Introducing four unique *Flat Dice* in card suits - Hearts, Diamonds, Clubs, and Spades. *Flat Dice* are flat pieces you punch out and snap together (no glue or tools required!), then roll your dice in style! Scheduled to ship in August 2017.

IMP BPN4002.....\$9.99

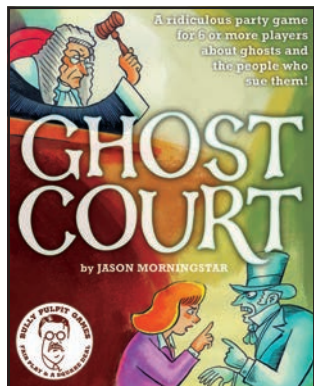


### FLAT DICE: NAPOLEONICS

Introducing four unique *Flat Dice* with a Napoleonic theme - infantry (green), cavalry (blue), artillery (brown), and sailing ship (red). *Flat Dice* are flat pieces you punch out and snap together (no glue or tools required!), then roll your dice in style! Scheduled to ship in August 2017.

IMP BPN4003.....\$9.99

## BULLY PULPIT GAMES



### GHOST COURT: ROLE PLAYING PARTY GAME

*Ghost Court* is the ridiculous party game about ghosts and the people who sue them! In a small claims court full of plaintiffs and defendants, testy judges, overworked clerks, and peace-keeping bailiffs all of whom might be living or dead, players will see that spectral justice is done, one absurd case at a time! Will you be an over-the-top landlord, aggrieved at a scheduled haunting gone off the rails, or a sad poltergeist who only wants to make a bad smell? Scheduled to ship in July 2017.

BPG 040.....\$25.00

## BUSHIROAD



### CARDFIGHT VANGUARD TCG: DEBUT OF THE DIVAS TRIAL DECK DISPLAY (6)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403753-D.....PI



### CARDFIGHT VANGUARD TCG: PRISMATIC DIVAS CLAN BOOSTER DISPLAY (12)

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YCW 403760.....PI



### WEISS SCHWARZ TCG: BANG DREAM BOOSTER PACK DISPLAY (20)

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YCW 403777.....PI



### WEISS SCHWARZ TCG: PERSONA 5

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#### BOOSTER PACK DISPLAY (20)

YCW 403692.....PI

#### TRIAL DECK DISPLAY (6)

YCW 403685-D.....PI

## CAKEBREAD & WALTON



### CLOCKWORK & CHIVALRY: A CLOCKWORK OF ORANGE THE HEYDELBERG HORROR

1610. All of Europe teeters on the brink of war. Religious and political factions manoeuvre for advantage. In the scramble for power, lost knowledge is brought to light, and discoveries from the New World change our conceptions of reality. But, there are some things man was not meant to know. *The Heydelberg Horror*, the first part of an epic campaign for *Clockwork & Chivalry*, takes agents of the Karolinum in Prague across Europe to the dark secret at the heart of the Holy Roman Empire. Scheduled to ship in July 2017.

S2P CW001005.....\$39.99



### CLOCKWORK & CHIVALRY: CLOCKWORK & CTHULHU

It's 1645, and the stars are right. England has descended into civil war! The earth is tainted by alchemical magick. Giant clockwork war machines lumber across the land. In the remote countryside, witches terrorize entire villages, while in the hallowed halls of great universities, natural philosophers uncover the secrets of nature. War, plague, and religious division make peoples lives a constant misery. But, even greater threats exist. Witches whisper of the old gods. Royalist alchemists pore over John Dee's forbidden translation of the *Necronomicon*, dreaming of powers that will allow them to win the war. Parliamentarian engineers consult with creatures from beyond the crystal spheres and build blasphemous mechanisms, unholy monuments to their alien overlords. Vast inter-dimensional beings seek entry into the world, while their human servants, corrupted, crazed, and enslaved, follow the eldritch agendas of their hidden masters. *Clockwork & Chivalry* brings the horror of H.P. Lovecraft's Cthulhu Mythos to the 17th century alternate historical fantasy world of *Clockwork & Chivalry*. Scheduled to ship in July 2017.

S2P CW001004.....\$44.99



### ONEDICE: CYBERPUNK

Information is power - and for those prepared to take the risks, a commodity well worth trading in. Internet users can directly hack into cyberspace, using their avatars to battle for coveted information packets and other cyber-treasures. While on the bleeding-edge of the cities, in the alleyways of the shanty towns, street gangs fight for scraps in the shadows of megalomaniacal Corporations. Whether working for a Corp, as an independent, a freedom fighter, or in a gang, you'll need all your wits, and a little luck, to survive! *OneDice Cyberpunk* is a science fiction roleplaying game set in the near future, where the world is run by multi-national corporations and everyone either has an allegiance to a Corp or is considered an illegal. Scheduled to ship in July 2017.

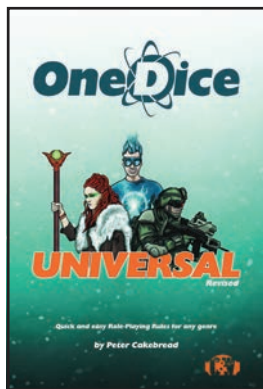
S2P CW005007.....\$14.99



### ONEDICE: PIRATES & DRAGONS

Cruise the Dragon Isles in search of treasure and glory! Fight giant monsters and rival pirates in epic sea battles! Explore ancient ruins haunted by evil necromancers, fell beasts, and sinister dragons! Powered by the OneDice system, *Pirates & Dragons* is a roleplaying game of swashbuckling adventure in a fantasy world of dragons and monsters, zombies and magicians! Scheduled to ship in July 2017.

S2P CW005003 .....\$24.99



### ONEDICE: UNIVERSAL REVISED

Whether you want to design worlds where mighty barbarians explore a fantasy realm, rebels are on the run in outer space, or superheroes fight supervillains, the OneDice system is an quick, easy, and flexible generic roleplaying system perfect for any genre. *OneDice Universal Revised* contains all the original material from *OneDice Universal*, along with a host of new optional rules. Scheduled to ship in July 2017.

S2P CW005014 .....\$14.99

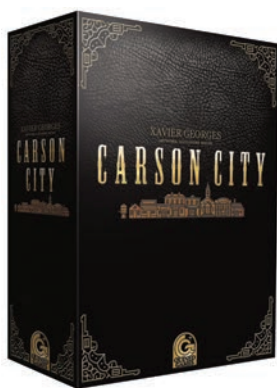
## CAPSTONE GAMES



### AMERICAN RAILS

In *American Rails*, players assume the role of a wealthy capitalist managing a portfolio of stocks and bonds in six fictional railroad companies. Through ruthless negotiation and rigorous planning, these enterprising railroad barons struggle to increase the value of their holdings and reap the profits. Scheduled to ship in May 2017.

CSG QG1001 .....\$50.00



### CARSON CITY: BIG BOX

Stake your claim in *Carson City*, the rootin' tootin' game of cowboys 'n guns - lots o' guns! The year is 1858 in Carson City, Nevada. You've rounded up a posse of courageous gunslingers, and your aimin' to buy up the best parcels of land in this one-horse town, then build 'em up with the most prosperous ranches, mines, and saloons. But, your rivals are fixin' on doin' the same and muscle in on your territory and profits. It's time for a duel! This *Big Box Edition* of *Carson City* collects the core game, complete with the *Gold & Guns* and *Horses & Heroes* expansions. Scheduled to ship in May 2017.

CSG QG1003 .....\$120.00

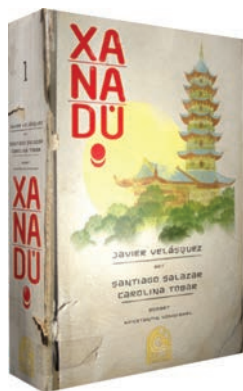


### THE RUHR: A STORY OF COAL TRADE

Coal is now in high demand as cities and factories throughout the world are in need of this coveted resource. Trade coal for valuable upgrades and plan your route to victory along the Ruhr! *The Ruhr* continues the story of Thomas Spitzer's historic *Coal Trilogy* by transporting players to 18th century Germany during the industrial revolution. Also included is the standalone expansion *The Ohio: 1811-1861*. Scheduled to ship in September 2017.

CSG COAL03 .....\$59.99



**XANADU**

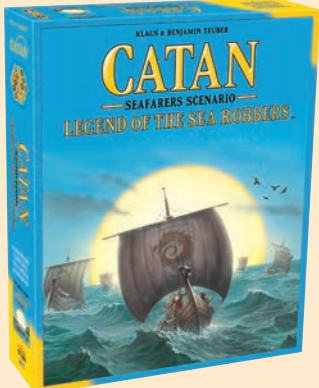
The year is 1252 and the great Kublai Khan has decided to build his summer palace. He's searched far and wide for the best architects eager in their pursuit of fame and prestige - even through sabotage and cutthroat tactics! Scheduled to ship in May 2017.

CSG QG1002 ..... \$25.00

**CATALYST GAME LABS****SPOTLIGHT ON****DRAGONFIRE**
**DUNGEONS & DRAGONS:  
DRAGONFIRE DBG -  
ADVENTURES -  
DRAGONSPEAR CASTLE**

Delve into the dangers of Dragonspear Castle with this first storyline expansion for the Dragonfire Deckbuilding Game, packed with new Encounters, Magic Items, and Market cards. Scheduled to ship in September 2017.

PSI CAT16201 ..... \$19.99

**CATAN STUDIO****SPOTLIGHT ON**
**CATAN: LEGEND OF THE SEA  
ROBBERS EXPANSION**

Seventy years after the arrival of the first settlers, the Catanians have expanded throughout Catan. In *Catan: Legend of the Sea Robbers*, you and your fellow clan leaders play through four linked chapters, exploring new surroundings by sea while facing the threat of Sea Robbers! Scheduled to ship in September 2017.

CSI CN3173 ..... \$37.00

**CHAOSIUM**
**RUNEQUEST RPG: ROLEPLAYING  
IN GLORANTHA QUICK START**

Enter a mythic world of mortals and gods, myths and cults, monsters and heroes! In Glorantha, the Runes permeate everything, and mastery of Runes allows astonishing feats of bravery and magic. Glorantha is an ancient world, and has known many ages, but now it is at the brink of the greatest conflict it has ever known... the Hero Wars! This Quickstart booklet collects all the essential rules in abbreviated form for *RuneQuest: Roleplaying in Glorantha* and includes a new, introductory adventure ('The Broken Tower'). Scheduled to ship in September 2017.

CHA 4027 ..... \$9.95

**CHEAPASS GAMES**

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**KILL DOCTOR LUCKY: DOCTOR  
LUCKY'S MANSION THAT IS  
HAUNTED EXPANSION BOARD**

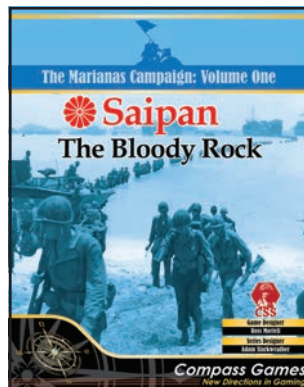
Step into Doctor Lucky's haunted mansion (if you dare!) with this board-only expansion for *Kill Doctor Lucky*, featuring a new room layout, spooky new artwork, and thrilling (and chilling) new rules twists. Scheduled to ship in September 2017.

PSI CAG242 ..... \$16.00

**COMPASS GAMES**

**PAPER WARS #85: RUSSIA FALLING**  
*Russia Falling* enables two players to engage in the first year of a hypothesized near-future post-Putin civil war in Russia. The included map covers the core area of the Russian ethnic heartland, from St. Petersburg in the north to Tula in the south, and from Smolensk in the west to Nizhny Novgorod in the east. Scheduled to ship in May 2017.

CPS 085 ..... \$46.95

**SAIPAN: THE BLOODY ROCK**

The decision to invade the Marianas was not an easy one. General MacArthur still favored the more westerly route through the Philippines and had support amongst the Joint Chiefs of Staff. But, a battle for the Marianas was inevitable. On June 15th, 1944, 71,000 American Marines and Infantry attempted to make the plan work, while 32,000 dug-in Japanese attempted to stop them! The first game to utilize the *Company Scale System*, *Saipan - The Bloody Rock* allows players to experience a full-on naval invasion as Amtracs and DUKWs head towards the emplaced forces of Imperial Japan. Scheduled to ship in May 2017.

CPS 1041 ..... \$125.00

**COOLMINIORNOT****COUNCIL OF 4**

Trade is up between the three kingdoms, as wealthy merchants venture between the cities, plying their trade. However, in each kingdom, they must have special permits to sell their goods. To get those permits, merchants must form alliances with the powerful families that influence the Councils in control of the kingdoms - the Council of 4! Scheduled to ship in September 2017.

COL COF001 ..... \$29.99

**DOJO KUN**

You're the best around - now prove it in the ring! With hushed tones, Senseis talk about the Dojo Kun. Most only know about it from myth, but the martial arts contest is real. Having your school participate is a high honor. However, only one will have their student standing in the winner's circle! Compete for honor and prestige in *Dojo Kun*! Recruit and train students in various forms of martial arts, preparing them for competition, as well as build expansions to your dojo and perform tasks for the local villagers to gain honor. Scheduled to ship in September 2017.

COL DJK001 ..... \$49.99

**MASSIVE DARKNES**

Scheduled to ship in September 2017.

**A QUEST OF CRYSTAL AND LAVA**

COL MD011 ..... \$24.99


**BLOODMOON ASSASSINS  
VS. THE HELLEPHANT**

COL MD007 ..... \$24.99

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### NOBLE WARRIORS VS THE COCKATRIX

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COL MD006.....\$24.99



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### RATLINGS ENEMY BOX

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### MEEPLE WAR

Some might think that Meeples are merely the little tokens they use to represent their figures on a game board. How naive! In reality, the Meeple was once a machine of war. The four kingdoms of Lilliput created them as giant golems with which they battled one-another. In Meeple War, each player rules one of the kingdoms of Lilliput, constructing massive war Meeples and sending them out into the world to explore territories for tactical advantages and invading their opponent's kingdom. Scheduled to ship in September 2017.

COL MPL001 .....\$39.99



### REPTISAURIANS ENEMY BOX

COL MD009.....\$29.99

## CORVUS BELLI

### INFINITY



### ALEPH DANAVAS HACKER & KARKATA REMOTE ANCILLARY UNIT

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CVB 280488-0636 .....\$13.86



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### TROGLODYTES ENEMY BOX

COL MD003.....\$29.99



### ALEPH STEEL PHALANX 300PT PACK

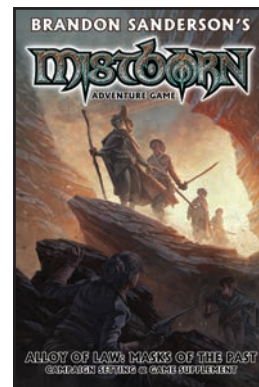
CVB 280016-0662 .....\$85.55



### YU JING NINJAS (MULTI SNIPER/HACKER)

CVB 280395-0660 .....\$18.14

## CRAFTY GAMES



### MISTBORN: ALLOY OF LAW: MASKS OF THE PAST

It's 300 years after the fall of the Lord Ruler. The Final Empire is a distant memory and the heroes who brought it down are legend. The rebels and thieving crews of old have been replaced with gunslingers, bounty hunters, shysters, and lawkeepers. Around every corner is a land of wild adventure, unlimited opportunity, ancient mystery, and ever-present danger. This is *The Alloy of Law*. This thrilling supplement to the *Mistborn Adventure Game* transports you and your crew into Brandon Sanderson's newest *Mistborn* novels - *Shadows of Self* and *Bands of Mourning*. Inside you'll find new locations, character options, stunts, gear, adventure seeds, and, of course, new secrets to add to your game. Dust off your six-guns and reload those vials, new frontiers are calling! Scheduled to ship in August 2017.

S2P CFG07006 .....\$24.95



### MISTBORN: HOUSE WAR BOARDGAME

*Mistborn: House War* is an official board game set in the world of Brandon Sanderson's epic fantasy novel series, designed by veteran game designer Kevin Wilson. Command Luthadel's Great Houses during the cataclysmic events of *Mistborn: The Final Empire*. Face off against Kelsier, Vin, Sazed, and other heroes of the novels to maintain the delicate balance held in place for the last thousand years. In this game of tense negotiation and dubious alliances, you must cooperate to solve myriad problems threatening the world and compete for the Lord Ruler's favor. Scheduled to ship in August 2017.

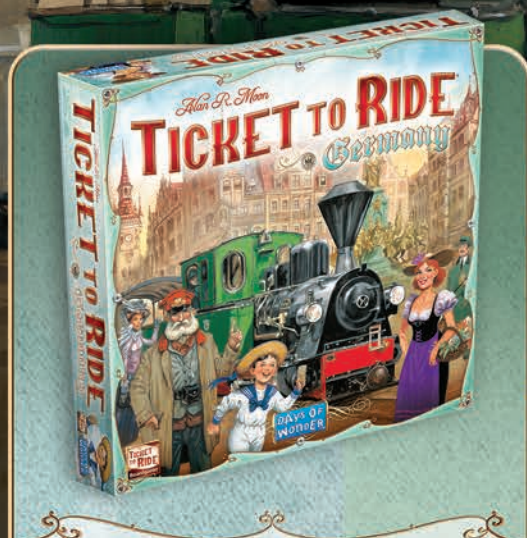
S2P CFG13001 .....\$54.95

Alan R. Moon

# TICKET TO RIDE®

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Ticket to Ride game!



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## CRYPTOZOIC ENTERTAINMENT



### THE ARRIVAL

From famed game designer Martin Wallace (*Age of Steam*, *Brass*), *The Arrival* transforms players into tribal leaders in ancient Ireland - back when it was known as Erin - who have arrived to fight the mythic, demon-like Fomori that rule the island. As they vie for control over territories with other tribes, players utilize actions that let them build and protect fortifications and repel and spread the Fomori. Scheduled to ship in September 2017.

CZE 02583.....\$40.00

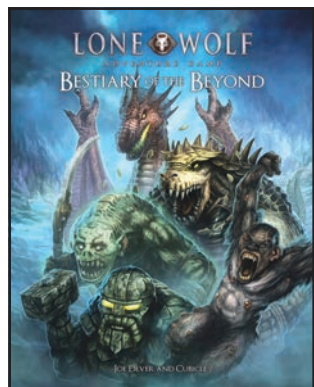
## CUBICLE 7

### DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - LOREMASTER'S SCREEN

Scheduled to ship in September 2017.  
PSI CB72306.....\$29.99

### DOCTOR WHO: CARD GAME SECOND EDITION - THE TWELFTH DOCTOR EXPANSION 2

Scheduled to ship in September 2017.  
PSI CB72108.....\$19.99



### THE LONE WOLF ADVENTURE GAME: BESTIARY OF THE BEYOND HARDCOVER

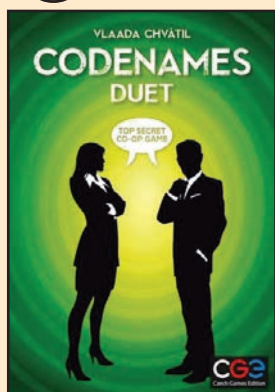
Scheduled to ship in September 2017.  
PSI CB72225.....\$34.99

### FIVE TRIBES: WHIMS OF THE SULTAN EXPANSION

The Sultanate of Naqala continues to flourish. This time of prosperity has attracted more competitors than grains of sand in the desert, so if you expect to remain on top, you'll have to learn some new tricks - especially since the Sultan founded five new fabulous cities that everyone wants to control! Introducing six unique Thief cards that each provide a different action and one new Djinn, with *Whims of the Sultan*, a new expansion for *Five Tribes*, up to five players can now vie to control the five fabulous cities and work to satisfy the Sultan's requirements. Scheduled to ship in September 2017.  
DOW DO8404.....\$24.99

## CZECH GAMES EDITIONS

### SPOTLIGHT ON



### CODENAMES: DUET

*Codenames: Duet* keeps the basic elements of *Codenames* - give one-word clues to try to get someone to identify your agents among those on the table - but now you're working together as a team to find all of your agents. Scheduled to ship in August 2017.  
CGE 00040.....\$19.95

## DAN VERSSEN GAMES



### ISRAELI AIR FORCE LEADER MINIATURES

The *Israeli Air Force Leader Aircraft Miniatures Set* introduces 24 Aircraft miniatures to your tabletop campaigns. Scheduled to ship in May 2017.  
DV1 021A.....\$39.99

## DAYS OF WONDER



## DEX PROTECTION



### PROLINE PORTFOLIO 9

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| GREEN           |         |
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| PURPLE          |         |
| DEX PLP003..... | \$38.00 |
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| DEX PLP006..... | \$38.00 |



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| DEX DB1202..... | \$30.00 |
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### SPOTLIGHT ON



### SUPREME ONE ROW

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### THE GAME CHEST

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| DEX GC003..... | \$45.00 |



### THE DEX BINDER 4

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| BLUE            |         |
| DEX DB4003..... | \$18.00 |
| GREEN           |         |
| DEX DB4006..... | \$18.00 |
| PINK            |         |
| DEX DB4002..... | \$18.00 |
| PURPLE          |         |
| DEX DB4005..... | \$18.00 |
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### CREATION LINE: GREEN DECKBOXES

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| DEX CLGR001..... | \$20.00 |
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| DEX CLGR002..... | \$15.00 |
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### SAILOR MOON CRYSTAL: DICE CHALLENGE

The Pretty Guardians and their allies need your help to defeat the Dark Kingdom and the Black Moon! Square off in one-on-one dice battles or team up for larger action in the *Sailor Moon Crystal Dice Challenge*, a dynamic, energetic, and portable battle game based on *Button Men* designed by James Ernest. Scheduled to ship in August 2017.

S2P DYS401 ..... \$29.99

## END TRANSMISSION GAMES



### THE SINGULARITY SYSTEM: FIREFIGHT - RULES MODULE

Built from the ground up to serve not just the setting, but the genre of far-future science fiction adventure, the *Firefight Singularity System Module* includes new actions to take in personal combat, special combat maneuvers for exciting, action-packed fight scenes, starship and vehicle combat rules, and new weapons and rules for customizing your arsenal and personal armor. Scheduled to ship in July 2017.

S2P ETG50300 ..... \$14.99



### THE SINGULARITY SYSTEM: INFOWAR RULES MODULE

Powered by the *Singularity System*, the *Infowar Rules Module* introduces new rules for cybercombat, hacking, Direct Neural Interfaces, and TacNets, plus rules for cutting-edge technology and cyberwarfare between capital ships. Scheduled to ship in August 2017.

S2P ETG50400 ..... \$14.99

## FAÇADE GAMES

### TORTUGA 1667

HPS FCGT01 ..... \$24.99

## FANTASY FLIGHT GAMES



### ANDROID NETRUNNER LCG: CRIMSON DUST DATA PACK

Corporations and Runners. Colonists and Clans. The Martian Colonial Authority and The Free Mars Movement. There's a lot of intersecting interests on Mars, and even more that conflict with each other. And then there's the Crimson Dust. The *Crimson Dust* teaches that human life originated on Mars before colonizing Earth. Its members believe that their leader, Vasanti Smith, is the reincarnation of one of the first settlers on Mars. They believe in Martian independence, and that would-be martyrs armed with Taejo monofilament wire bombs can sneak past the security in most nodes and inflict tremendous amounts of damage on their protective domes! Unfortunately, they're right about that last one. The final Data Pack in the *Red Sand Cycle* for *Android: Netrunner*, the sixty new cards (three copies each of twenty different cards) in *Crimson Dust* look at the consequences of this enduring

conflict, which has taken lives, destroyed homes, and left an entire world vulnerable to extremists. Scheduled to ship in September 2017.

FFG ADN48 ..... \$14.95

# Every Game ISA Party!



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### ARKHAM HORROR LCG: THE PATH TO CARCOSA EXPANSION

Come and see the show! Everyone's invited! A new theater production is coming to Arkham all the way from Paris. Unsurprisingly, it's been all the rage in conversations among Arkham's socialites. But in your efforts to learn more about the play, you've uncovered a darker history. Disappearances. Suicides. Delusions. Insanity. Wherever The King in Yellow is performed, madness follows close behind! In *The Path to Carcosa*, the second deluxe expansion for *Arkham Horror: The Card Game*, it becomes your task to uncover the secrets of this unusual play. Along with its new scenarios and encounter cards, *The Path to Carcosa* introduces six new investigators and sixty-two player cards (including a complete playset of each) that afford you new ways to explore and enjoy the game - even as they challenge you to overcome new weaknesses. Scheduled to ship in September 2017.

FFG AHC11 ..... \$29.95



### BLOOD BOUND

For centuries, you and your kind have ruled the darkness, feeding wherever you chose and turning more and more humans to join your clans. But, conflict became inevitable as the clans grew in number and broadened their territories, creating an atmosphere of festering mistrust and betrayal. The ensuing war destroyed countless immortals, and the clan leaders were forced into hiding. There are only remnants left, but the war is not over. You will not rest until you've destroyed your enemies - forever! Everyone has something to hide - and the honest faces are usually attached to liars - in *Blood Bound*, a game of deduction, bluffing, and betrayal. Each player in *Blood Bound* belongs to one of two rival vampire clans, and fellow clan members must work together to capture the opposing clan's leader. The catch? Identities are hidden at the start of the game, disguising ally and enemy alike. By attacking other players and forcing them to reveal information about their identity, players must distinguish friend from foe, and root out the rival leader! Scheduled to ship in August 2017.

FFG HB11 ..... \$19.95



### DRAGON SHIELDS JAPANESE (60)

Protect your cards in style with *Dragon Shield Japanese Matte Sleeves* now available for Japanese-style cards like *Yu-Gi-Oh!* *Dragon Shield Japanese Matte Sleeves* come in a matte finish that allows you to quickly and easily shuffle your deck, and each polypropylene sleeve measures 2.32 x 3.38 inches. Scheduled to ship in June 2017.

#### MATTE CRIMSON

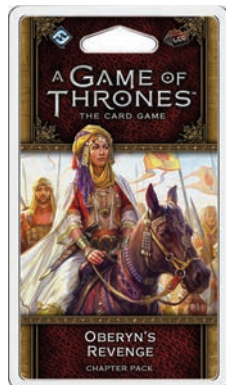
FFG DSH128 ..... \$6.99

#### MATTE SKY BLUE

FFG DSH127 ..... \$6.99

#### MATTE YELLOW

FFG DSH126 ..... \$6.99



### A GAME OF THRONES LCG: 2ND EDITION - OBERYN'S REVENGE CHAPTER PACK

Many lives were lost in Robert Baratheon's bloody rebellion. Some, such as Rhaegar Targaryen, died in honorable combat on the field of battle. Others, like Elia Martell, were brutally slain at the hands of the conquering Lannister forces. For fifteen years, House Martell has held its thirst for vengeance in check, waiting with the utmost patience. And although the Red Viper's duel with Ser Gregor Clegane ends in tragedy for House Martell, it's also the catalyst that sets Doran Martell's plots in motion. The fifth Chapter Pack in the *Blood and Gold Cycle*, *Obery's Revenge* invites you to play out some of the most iconic moments from *A Storm of Swords*. As new versions of the Red Viper and Bran Stark enter the game alongside characters like Irri and Ser Garlan Tyrell, your vengeance is about to become more vicious than ever before. Scheduled to ship in September 2017.

FFG GT20 ..... \$14.95



*The Land of Shadow*. Scheduled to ship in May 2017.  
FFG UMEN43 ..... PI



### RUNEWARS: THE MINIATURES GAME - AYMHELIN SCION UNIT EXPANSION

When the children of Latariana sound the horn for battle, the very forest answers their call! Roots erupt from the earth in a peal of thunder while limbs crack and sway as if in a gale. Moss, leaves, and flowers shift and fall and bloom again with the movements of living trees. What once appeared an old knot suddenly glows with living green light as the will of the forest awakens! The *Aymhelin Scion Unit Expansion* for the *Runewars Miniatures Game* includes two Aymhelin Scion Plastic Figures, two plastic Siege Movement Trays, and eight upgrade cards to enhance your army of Latari Elves. Scheduled to ship in August 2017.

FFG RWM18 ..... \$34.95



### RUNEWARS: THE MINIATURES GAME - DEATH KNIGHTS UNIT EXPANSION

Called the Dread Horsemen by some and Doomriders by others, the Death Knights are ever at the forefront of Waiqar's army, riding from the mists to cut down the living. Donning ancient armor and aided by the speed of their terrible steeds, these mounted warriors demonstrate a skill in battle unmatched by lesser undead. The *Death Knight Unit Expansion* for the *Runewars Miniatures Game* includes four Death Knight plastic figures and two plastic cavalry movement trays, as well as five upgrade cards for army customization. Scheduled to ship in September 2017.

FFG RWM21 ..... \$24.95

### THE LORD OF THE RINGS LCG: THE LAND OF SHADOW NIGHTMARE DECKS

The Mountains of Ash rise before you. On the other side lies Mordor and the fires of Mount Doom. The comforts of the Shire may seem a distant memory, but if you've taken Frodo this far along his journey, there's no turning back. The fate of all Middle-earth hinges upon the success of his mission. Can you help Frodo survive his journeys even as the evils of Mordor rise more strongly against you? With deadlier enemies, darker locations, and more terrifying surprises, each of these Nightmare Decks for use with *The Lord of the Rings: The Card Game* introduces new, alternate encounter cards and instructions for using them to reshape the encounter deck from one of the scenarios from



### RUNEWARS: THE MINIATURES GAME - DEEPWOOD ARCHERS UNIT EXPANSION

The *Deepwood Archers Unit Expansion* for the *Runewars Miniatures Game* includes eight Deepwood Archer Figures and two plastic infantry movement trays, enough to field a unit of Deepwood Archers or add on to the units found in the *Latari Elves Army Expansion*, as well as five upgrade cards. Scheduled to ship in August 2017.

FFG RWM16 ..... \$24.95



### RUNEWARS: THE MINIATURES GAME - HEAVY CROSSBOWMEN UNIT EXPANSION

Paragons of disciplined training and wielders of some of the most sophisticated military weaponry available, the heavy crossbowmen of the Daqan Baronies represent one of the greatest defensive forces in Terrinoth. The *Heavy Crossbowmen Unit Expansion* for the *Runewars Miniatures Game* comes with eight Heavy Crossbowmen plastic figures and two plastic infantry movement trays, allowing players to add a two-tray unit to their Daqan Lords forces in battles for Terrinoth. Additional tokens and five upgrade cards allow you to expand your collection while customizing your armies. Scheduled to ship in August 2017.

FFG RWM20 ..... \$24.95



### RUNEWARS: THE MINIATURES GAME - LATARI ELVES INFANTRY COMMAND UNIT UPGRADE EXPANSION

Enhance your Latari Elves army with the *Latari Elves Infantry Command Unit Upgrade Expansion* for the *Runewars Miniatures Game*. The *Latari Elves Infantry Command Unit Upgrade Expansion* includes four new figures (Latari Champion, Herald, Sorceress, and Starling) to be added to infantry units, as well as 18 new upgrade cards. Scheduled to ship in August 2017.

FFG RWM15 ..... \$24.95



### RUNEWARS: THE MINIATURES GAME - LEONX RIDERS UNIT EXPANSION

None exemplify the primal, wild nature of the Verdellam more than the Leonx Riders. Charging into battle atop their ferocious Leonx, large felines native to the Aymhelin, these Elven warriors pierce through enemy lines with the force of a storm, only to use their lightning speed to evade counter-blows and change their angle of attack with the swiftness of a gale. The *Leonx Riders Unit Expansion* for the *Runewars Miniatures Game* comes with four Leonx Riders figures, two plastic cavalry movement trays, and five upgrade cards to enhance your Latari Elves forces. Scheduled to ship in August 2017.

FFG RWM17 ..... \$24.95



### RUNEWARS: THE MINIATURES GAME - MAEGAN CYNDEWIN HERO EXPANSION

Compatible with the Latari Elves faction, the *Maegan Cyndewin Hero Expansion* for the *Runewars Miniatures Game* comes with one cavalry and infantry plastic figures, as well as new terrain, objective, and deployment cards. Six new upgrade cards allow you to customize your Latari army as Lady Cyndewin leads them into battle! Scheduled to ship in August 2017.

FFG RWM19 ..... \$24.95



### STAR WARS IMPERIAL ASSAULT: HEART OF THE EMPIRE CAMPAIGN EXPANSION

Coruscant, capital of the galaxy. This globe-spanning metropolis is the home of Emperor Palpatine and countless other beings. It's also the home of countless mysteries, including the location of an ancient artifact of incredible importance. Adventure among the awesome Coruscant cityscape and face its myriad dangers with *Heart of the Empire*, a campaign expansion for *Star Wars: Imperial Assault*! Only the bravest rebels dare to operate here, but when it becomes vital to locate an ancient artifact before the Emperor can

claim it as his own, you'll set forth on a new, highly replayable campaign of sixteen missions that explore every level of the world, from its glistening halls of power to its grimy underworld alleys. Plus, you'll find three new heroes ready to join the Rebellion, aided by the talented Force user Ahsoka Tano. But, the Emperor isn't the only major player working against you. The former Sith, Maul, has sent a Clawdite Shapeshifter to pursue the artifact, and any face in the crowd might hide the Shapeshifter's true identity! *Heart of the Empire* expands your campaign and skirmish games with three heroes and thirteen other figures, including the massive AT-DP, baton-wielding Riot Troopers, and twin-gunned Sentry Droids, while dozens of new map tiles and more than 130 cards bring Coruscant to life on your tabletop. Scheduled to ship in August 2017.

FFG SWI46 ..... \$59.95

### STAR WARS IMPERIAL ASSAULT: MAUL VILLAIN PACK

With the *Maul Villain Pack*, you can bring one of the galaxy's deadliest Force users to your games of *Star Wars: Imperial Assault*, either as a powerful piece in the Imperial player's greater campaign designs or as an independent member of the Mercenary faction, ready to join any skirmish army that might allow him to further his own interests. Scheduled to ship in August 2017.

FFG SWI47 ..... \$9.95



### STAR WARS IMPERIAL ASSAULT: AHSOKA TANO ALLY PACK

The legendary Ahsoka Tano lends her Force talents and rebellious spirit to your cause with the *Ahsoka Tano Ally Pack* for *Star Wars: Imperial Assault*! With her twin lightsabers, Ahsoka may offer you just the edge you need to survive your adventures in Coruscant. You'll find more of Ahsoka's talents, spirit, and connection to the Force represented among the expansion's mission and Command cards, while two new skirmish missions provide ample opportunities for you to fight alongside Ahsoka, sowing chaos in the heart of the Empire. Scheduled to ship in August 2017.

FFG SWI49 ..... \$9.95

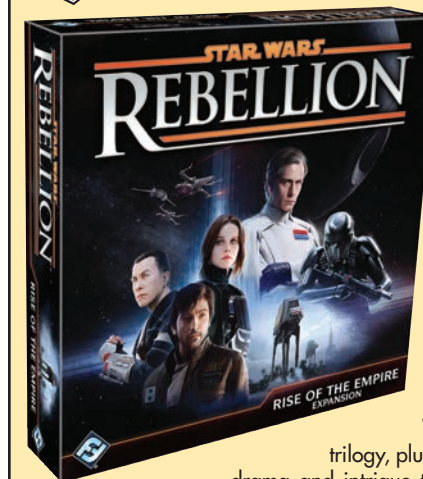


### STAR WARS IMPERIAL ASSAULT: EMPEROR PALPATINE VILLAIN PACK

Throw Force lightning, tempt others down the road to ruin, and spur others toward spontaneous violence with the *Emperor Palpatine Villain Pack* for *Star Wars: Imperial Assault*! As befits his status as master of the dark side of the Force and supreme ruler of the galaxy, the Emperor comes with a full suite of Force-themed Command cards and an Agenda deck that allows you to explore his many plots. Scheduled to ship in August 2017.

FFG SWI48 ..... \$9.95

## FEATURED ITEM



### STAR WARS REBELLION: RISE OF THE EMPIRE EXPANSION

New Leaders! New Missions! New Tactics! Inspired largely by the characters and events of *Rogue One*, *Rise of the Empire* introduces a plethora of new heroes, villains, starships, troopers, and vehicles from the film, alongside other characters, ships, and events from *Star Wars: Rebels* and the classic

trilogy, plus new missions that add more drama and intrigue to your *Star Wars: Rebellion* games. Send Jyn Erso and Cassian Andor to recover the Death Star plans and confuse Imperials with false orders and assaults behind enemy lines, or command Director Krennic and his finest death troopers and set traps for the Rebel pilots and soldiers. Even Jabba the Hutt makes an appearance, offering his services to the Empire and feeding his prisoners to the Sarlaac! You'll find U-wings, TIE Strikers, Nebulon-B frigates, and the Interdictor, gain new ways of subverting your opponent's plans, and discover a whole new chapter in your ongoing Galactic Civil War! *Rise of the Empire* comes complete with eight new leaders, 36 plastic miniatures, five target markers, two attachment rings, three new dice, and more than one-hundred new cards. Scheduled to ship in August 2017.

FFG SW04 ..... \$39.95

BBC

# DOCTOR WHO

## TIME OF THE DALEKS

THE GAME THAT IS BIGGER ON THE INSIDE



***“All of time and space;  
everywhere and anywhere;  
every star that ever was.  
Where do you want to start?”***

**– The Doctor**

Have you ever wanted to be the Doctor, traveling through time and space, meeting companions and having adventures?

Doctor Who—Time of the Daleks is a semi co-operative boardgame where you become one of four regenerations of the Doctor, traveling through time and space prevent the Daleks from erasing the Doctor from time and taking over the universe.

In *Doctor Who: Time of the Daleks*, players will take the role of the Doctor. You'll get into your Tardis and travel through space and time. Find and join up with Companions who will help you overcome challenges to repair the web of time.

All of the Doctors are working together, as you want to keep the Daleks from taking over. However, only one of you can be the first one to get your TARDIS to Gallifrey and prevent Davros from completing his master plan.



BBC

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# COMPONENTS

There are more components stuffed into this box than you would think was possible, featuring characters, monsters, villains, and locations from both classic and modern seasons of Doctor Who. Inside the box you will find:

## 1 Rulebook 15 Character Markers

- 4 *Doctor markers*
- 5 *Dalek markers*
- 4 *TARDIS markers*
- 1 *Davros marker*
- 1 *Dalek Ship marker*

## 1 Earth and the Web of Time Scoreboard

## 4 TARDIS Consoles

## 40 Adventure Tiles

- 20 *Location tiles*
- 25 *Dilemma tiles*

## 1 Token sheet

## 31 Character Cards

- 4 *Doctor cards*
- 15 *Earth Companion cards*
- 12 *Alien Companion cards*

## 30 Timey-Wimey cards

## 8 Time Anomalies

## 18 Dice

- 1 *TARDIS die*
- 3 *Green Story dice*
- 3 *Blue Story dice*
- 3 *Red Story dice*
- 8 *Black Story dice*



DAVROS & DALEKS



1<sup>ST</sup> DOCTOR  
1963 - 1966

4<sup>TH</sup> DOCTOR  
1974 - 1981

11<sup>TH</sup> DOCTOR  
2010 - 2013

12<sup>TH</sup> DOCTOR  
2013 - PRESENT

Doctor Markers shown at actual size



**K-9 Companion Model**  
Included in first print run



## FLYING BUFFALO



## ADVENTURE DICE PACK

## 16MM (7)

Scheduled to ship in September 2017.

FBI 212 .....\$7.50

## FOOD DICE

Roll to see what the gang is going to eat tonight!



## FAST FOOD DIE 16MM

Scheduled to ship in September 2017.

FBI 263 .....\$1.50

## GRIMTOOTH DIE

Roll to see how dangerous a trap is!



## GRIMTOOTH DIE 16MM

Scheduled to ship in September 2017.

FBI 205 .....\$1.50



## PIZZA DICE 16MM (2)

Scheduled to ship in September 2017.

FBI 200 .....\$2.00

## FLYING FROG PRODUCTIONS

SHADOWS OF BRIMSTONE:  
BURROWER XXL SIZED  
ENEMY PACK

This XXL Enemy Pack for *Shadows of Brimstone* contains one massive Burrower, as well as all of the rules, cards, and a mission to use it in your adventures. Scheduled to ship in September 2017.

FFP 07E13 .....\$39.95

SHADOWS OF BRIMSTONE:  
DERELICT SHIP OTHER  
WORLD EXPANSION

Lost in space for centuries, the starship *Vostros* disappeared with all its crew on its final mission! Hurling through interstellar space, the ship's systems are still running; its Dark Stone Warp Drive still active, tearing open gates in the fabric of space and time that lead into the dark corridors and cold steel rooms of the ship. Though darkness and death close in all around, there are many parts of this derelict vessel yet untouched - amazing weapons and technology to be had if you can survive this terrifying voyage of the dead! This expansion for *Shadows of Brimstone* introduces a brand-new OtherWorld full of shambling Necronauts, high tech Artifacts, and the cold terrors of deep space! Scheduled to ship in May 2017.

FFP 0708 .....\$64.95

SHADOWS OF BRIMSTONE:  
FLESH STALKER AND FLESH  
DRONES DELUXE ENEMY PACK

Flesh Stalkers are a mysterious, rare, and ancient alien race. Masters of super science and the macabre, they work in the shadows, only emerging when required to accomplish their fiendish goals! Known for the ruthless and gruesome experiments they perform, the Flesh Stalkers splice the DNA and body parts of various creatures and people together, creating hideous monstrosities to do their bidding! This Enemy Pack for *Shadows of Brimstone* contains the sinister alien Flesh Stalker (one Large) and a set of his twisted experiment Flesh Drones (6). It also includes all of the rules needed to use them in your adventures, a host of new cards, and two new Missions. Scheduled to ship in July 2017.

FFP 07DE04 .....\$39.95

SHADOWS OF BRIMSTONE:  
OLD WEST ALLIES

This Allies Pack for *Shadows of Brimstone* contains full rules and a host of cards for using Old West Allies in your Adventures, including one Pack Mule (Large), a Blacksmith, a Faithful Dog, and three Henchmen. Scheduled to ship in July 2017.

FFP 07A01 .....\$39.95

SHADOWS OF BRIMSTONE:  
SCOURGE RATS ENEMY PACK

This Enemy Pack for *Shadows of Brimstone* contains a set of savage Scourge Rats (12), as well as a Rats Nest to spawn 'em! Scheduled to ship in September 2017.

FFP 07E12 .....\$19.95

## FORCE OF WILL

FORCE OF WILL: NEW CLUSTER  
STARTER DECK DISPLAYS (5)

Long ago when the world was young, a mysterious castle appeared in the light of the full moon. Rumors quickly spread across the land that any who ventured beyond its gates never returned. Its master bade the extraordinary people of this world to meet her for a feast. The king of the mountain horde, the dragonoid champion, the princess of the merfolk, and the magical prodigy. From opposite corners of the world, these four have assembled at the dark castle's gate. Will you join them and venture into the castle's dark depths to uncover its mysteries? Each *New Cluster Starter Deck* for the *Force of Will Trading Card Game* comes with 51-cards. Offered in 5-count displays.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

DARKNESS - CHILDREN OF THE NIGHT  
YCW 523690-D .....PIFIRE - BLOOD OF DRAGONS  
YCW 523669-D .....PILIGHT - KING OF THE MOUNTAIN  
YCW 523652-D .....PIWATER - BELOW THE WAVES  
YCW 523676-D .....PIWIND - ELEMENTAL SURGE  
YCW 523683-D .....PI

## GALE FORCE NINE

TANKS: US DESERT 3 GAME MAT  
36" X 36"

Scheduled to ship in September 2017.

GF9 TANKS52 .....\$28.60

## GAMES WORKSHOP

## BLOOD BOWL

## SPOTLIGHT ON



## DEATH ZONE - SEASON TWO!

A new season for *Blood Bowl* is upon us! *Death Zone Season Two!* features new optional league rules, teams, star players, and updated skills, as well as rules for the Scarrag Snivellers Goblin Team and *Blood Bowl: Goblin Team Booster*.

GAW 200-09 .....\$32.00



## GOBLIN TEAM BOOSTER

GAW 200-28 .....\$15.00

SCARRAG SNIVELLERS  
(GOBLIN TEAM)

GAW 200-27 .....\$35.00

## WARHAMMER 40K

SECTOR MECHANICUS  
FERROTONIC INCINERATOR

GAW 64-41 .....\$60.00



**SECTOR MECHANICUS GALVANIC  
SERVO-HAULERS**  
GAW 64-46.....\$40.00



**KHARADRON OVERLORDS  
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GAW 84-32.....\$25.00



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INDUSTRIAL BASES**  
GAW 66-95.....\$35.00



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AETHER-KHEMIST**  
GAW 84-33.....\$25.00



**SECTOR MECHANICUS  
PROMETHIUM FORGE**  
GAW 64-42.....\$75.00



**KHARADRON OVERLORDS  
ARKANAUT IRONCLAD**  
GAW 84-40.....\$115.00

## WARHAMMER: AGE OF SIGMAR



**FLESH-EATER COURTS  
NIGHTFEAST HUNTERS**  
GAW 100-09.....\$65.00



**KHARADRON OVERLORDS  
BROKK GRUNGSSON  
LORD-MAGNATE BARAK-NAR**  
GAW 84-30.....\$40.00



**IRONJAWZ WEIRNOB WARBAND**  
GAW 100-10.....\$65.00



**KHARADRON OVERLORDS  
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GAW 84-34.....\$25.00

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2-4

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**KHARADRON OVERLORDS  
SKYRIGGERS**  
GAW 84-36 .....\$40.00



**KHORNE BLOODBOUND  
FRENZIED GORETRIBE**  
GAW 100-08 .....\$65.00



**SIGMARITE MAUSOLEUM**  
GAW 64-49 .....\$80.00



**SKIRMISH RULEBOOK**  
GAW 80-20 .....\$10.00



**SOULBLIGHT NECROPOLIS  
BATTLE MAT**  
GAW 64-30 .....\$80.00



**STORMCAST ETERNALS  
HAMMERSTRIKE BRETHERN**  
GAW 100-11 .....\$65.00

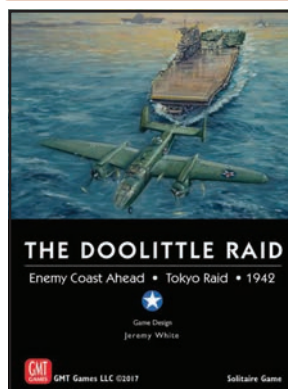


**GROMBRINDAL:  
40 YEARS OF WHITE DWARF**  
GAW WD-17 .....\$30.00



**WHITE DWARF MAY 2017**  
GAW WD05-60 .....\$9.00

## GMT GAMES



**ENEMY COAST AHEAD: THE  
DOOLITTLE RAID - TOKYO, 1942**  
The Doolittle Raid remains an enigmatic and contradictory episode of World War Two, defying easy interpretation even to this day. Was it a victory or a debacle? Was it a minor footnote in the annals of that war or a significant military event? Was it a desperate bid to avenge the attack on Pearl Harbor, or a harbinger signaling death and horror soon to visit Japanese cities from the sky? The second game in the *Enemy Coast Ahead* series, *The Doolittle Raid* is a solitaire game that explores this highly dramatic military episode as the player must organize, equip, and train a squadron of B-25 medium "Mitchell" bombers to attack a distant and rather dangerous target. Scheduled to ship in September 2017.  
GMT 1711 .....\$60.00



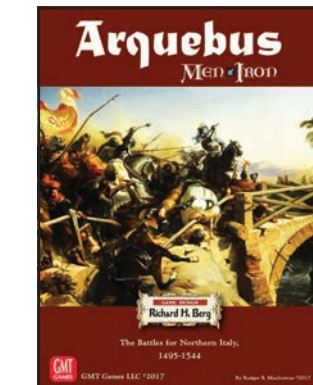
**GENESIS: MOUNTED MAP**  
This mounted mapboard for use with *Genesis* measures 22 x 34 inches. Scheduled to ship in April 2017.  
GMT 1505MM .....\$20.00



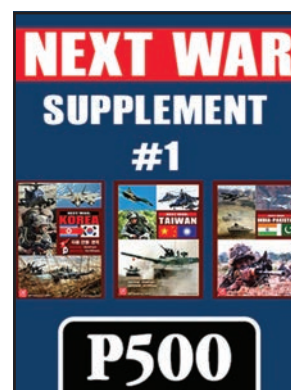
**GREAT BATTLES OF  
HISTORY: RULES**  
*Simple Great Battles of History (Simple GBoH) 2nd Edition* allows gamers to recreate the significant battles of the ancient Western world. Scheduled to ship in April 2017.  
GMT 1710 .....\$22.00



**HOLLAND 1944:  
OPERATION MARKET GARDEN,  
SEPTEMBER 1944**  
*Holland '44* is a two-player game depicting the Allies' combined ground and airborne attack in the Netherlands during WWII, codenamed "Operation Market-Garden". Scheduled to ship in September 2017.  
GMT 1713 .....\$55.00



**MEN OF IRON: ARQUEBUS -  
THE BATTLE FOR NORTHERN  
ITALY 1495-1544**  
Northern Italy - and especially Milan - at the end of the 15th century was the brutal focal point for power and control between France and the Imperialist empires of Venice and Spain. And the battles fought for this prize are a record of the changing face of how war was fought. At the start of the 'war', the main forces were mounted men-at-arms and a tightly packed and closed formation of pike, especially as represented by the Swiss. But, as battle churned into battle, that slowly changed. Firepower, in the form of the arquebus (an early musket) became increasingly prevalent and dominant, forcing the closed pike formations to open up, as the Spanish did (with sword and buckler), and the reliance on heavily mounted cavalry to decrease. Using the popular *Men of Iron* mechanics, *Arquebus* covers eight major battles in this Renaissance in Warfare: Fornovo, Cerignola, Agnadello, Ravenna, Marignano, Bicocca, Pavia, and Ceresole. Scheduled to ship in September 2017.  
GMT 1712 .....\$65.00



**NEXT WAR: SUPPLEMENT #1**  
This *Next War* supplement contains specific rules and player aids for Cyber Warfare Capabilities, Alternate Advanced Air Game, Submarines, and Random Events, as well as optional rules, counter sheets, and a Player Aid Card. Scheduled to ship in May 2017.  
GMT 1709 .....\$20.00

**UNCONDITIONAL SURRENDER:  
MOUNTED MAP SET**  
Designed for use with *Unconditional Surrender*, this set contains two 22 x 34 inch mounted game maps. Scheduled to ship in July 2017.  
GMT 1402MM .....\$40.00



### DUNGEON CRAWL CLASSICS QUICK START RULES

Packed with everything needed to play levels 0-2, this handy, 48-page booklet includes the *Dungeon Crawl Classics* roleplaying game rules offered in a quick, concise, and modestly priced format, plus two introductory adventures ("Portal Under the Stars" and "Gnole House"). Scheduled to ship in August 2017.

IMP GMG5070Q.....\$5.00



### DUNGEON CRAWL CLASSICS: #91.2 LAIRS OF LOST ASHARTA

Sages will assert that the denizens of the underworld are, by necessity, alien to surface dwellers. Few will ever stand on the ink-black shores of Lost Asharta, and even fewer will return to tell the tale. Those that do report creatures transmuted by their deadly environs and the weird gloom. These creatures of legend owe no allegiance or kinship to the beasts of our lit-realms, and woe to the adventurer who mistakes them for familiar foes. Collected herein are thirteen of the stranger beings explorers may encounter upon their arrival at the very center of our hallow globe. *Lairs of Lost Asharta* is a book of encounters designed to expand upon *Dungeon Crawl Classics*: #91 - Journey to the Center of Aereeth.

IMP GMG50922.....\$9.99



### MUTANT CRAWL CLASSICS RPG: #3 INCURSION OF THE ULTRADIMENSION

After a tsunami from the inland Monster Sea nearly washes away your jungle homes, you notice that there's a new, unknown island laying offshore. Sent out to investigate in dugout canoes, you quickly discover a lost scientific installation of the Ancient Ones - along with the intra-dimensional horrors they should've left alone! *Incursion of the Ultradimension* is a Level 2 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6213.....\$9.99

### MUTANT CRAWL CLASSICS RPG: #4 WARLORDS OF ATOZ

When your hothouse jungle home is suddenly flooded with dispossessed refugees, they all tell the same tale. A conquering horde of warlords wielding magic boom sticks are wiping out whole villages and enslaving the inhabitants - all in the name of a surviving Ancient One! The tribal elders send you and your Seeker team out to investigate, and if possible infiltrate, the temple of the great and powerful ATOZ. *Warlords of ATOZ* is a Level 3 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6214.....\$9.99



### MUTANT CRAWL CLASSICS RPG: #5 BLESSINGS OF THE VILE BROTHERHOOD

When your tribe's prize possession, a functioning medibot, finally breaks down, your Seeker team is given a holy quest. Take the dead bot on a long and perilous journey to the monks of The Holy Medicinal Order in hopes that their shamans can repair it. But, the monks aren't as the legends portray, and there's definitely something dark and dangerous going on in the holy monastery. *Blessings of the Vile Brotherhood* is a Level 5 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6215.....\$9.99



### MUTANT CRAWL CLASSICS RPG: #6 THE APOCALYPSE ARC

When stories of a rogue smart-metal being the size of a mountain come to your village, no one takes them seriously - at least until the dreaded 10-story-tall monstrosity begins cutting a gigantic swath through your hothouse jungle homeland. Invulnerable to even the mightiest mutations, your only hope to stop its menacing march is to find entry to its interior and access its power sources and sinister inhabitants. *The Apocalypse Arc* is a Level 6 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6216.....\$9.99



### MUTANT CRAWL CLASSICS RPG: #0 JUDGE'S SCREEN

This three-panel judge's screen contains all the essential game tables and reference material for *Mutant Crawl Classics*, plus a 0-level tournament module, *Reliquary of the Ancient Ones*. Scheduled to ship in August 2017.

IMP GMG6210.....\$9.99



### MUTANT CRAWL CLASSICS RPG: #1 HIVE OF THE OVERMIND

Younglings on their Rite of Passage are shocked to regain consciousness with no memory of how they came to be in a gigantic insect hive far to the north of their homelands, laboring as drone-slaves of the savage ant-men. In a land where an insect revolution has taken place, the adventurers must contend with insectoid mega fauna and a maze-like, underground installation before facing the ominous Overmind! *Hive of the Overmind* is a Level 0 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6211.....\$9.99

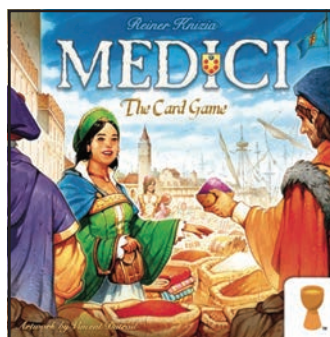


### MUTANT CRAWL CLASSICS RPG: #2 A FALLEN STAR FOR ALL

A meteor strike in the taboo crater country opens up a huge chasm, revealing a largely intact city of the Ancient Ones. The resulting land rush to claim the newly available cache of ancient artifacts draws interested parties from all over Terra A.D., and at the direction of your tribal elders, that includes you and your Seeker team. *A Fallen Star For All* is a Level 1 adventure for *Mutant Crawl Classics*. Scheduled to ship in August 2017.

IMP GMG6212.....\$9.99

## GRAIL GAMES



### MEDICI: THE CARD GAME

Designed by Reiner Knizia, players in *Medici* take on the role of merchants in 15th century Florence. A push-your-luck, set-collection card game, *Medici: The Card Game* shares the setting and feel of the classic *Medici* board game, without using the game's auction mechanisms. Scheduled to ship in August 2017.

IMP GRL3004.....\$21.99

## GREATER THAN GAMES

## SPOTLIGHT ON


**SENTINEL COMICS  
ROLEPLAYING GAME  
STARTER KIT**

Serving as an introduction to the *Sentinel Comics Roleplaying Game* in the aftermath of the *Sentinels of the Multiverse Card Game*, with extensive and comprehensive information and gameplay content spanning thirteen booklets, the *Sentinel Comics Roleplaying Game Starter Kit* comes with everything you need to play your first entire super-heroic campaign. Scheduled to ship in August 2017.

GTG SRPG-SKIT ..... \$19.95

## GREENBRIER GAMES


**FOLKLORE: THE AFFLICTION**

Face your fear, bring your faith, fight your nightmares! Enter the age where our ancestors truly feared the night, where manors, castles, forests, and graveyards loom over the countryside waiting to be infested with those ancient evils that man has long since forgotten. Enter an age where folklore was a thing that was told in secret as a means of survival and not just a tale to keep frightened children from sleeping in their beds. In *Folklore: the Affliction*, a highly immersive, collaborative, adventure board game, players portray one of six unique characters, increasing in knowledge and skill as they embark on a frightful journey to save the world of Folklore from the horrors that plague it. Will you survive the adventure that awaits? Will your courage falter and your friends fail you? Or will you become legends? Scheduled to ship in September 2017.

PSI GNEFL01 ..... \$99.95


**FOLKLORE: THE AFFLICTION -  
RECORD PADS (50 SHEETS)**

Scheduled to ship in September 2017.

**CHARACTER**

PSI GNEFL11 ..... \$9.95

**RECORD**

PSI GNEFL10 ..... \$9.95

## GREY FOX GAMES


**CHAMPIONS OF MIDGARD:  
THE DARK MOUNTAINS**

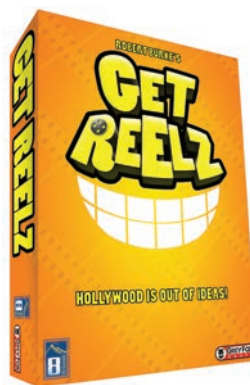
The first expansion for *Champions of Midgard*, *The Dark Mountains* extends your adventures to distant lands, allowing you to trek into the dark mountains, where the Bergislar live and wage constant battle with the Archer Clans of the North. Fight fearsome mountain giants and liberate archers who join your cause. The *Dark Mountains* also includes components for play with up to five players. Scheduled to ship in July 2017.

GFG 96746 ..... \$24.99


**CHAMPIONS OF  
MIDGARD: VALHALLA**

The *Valhalla* expansion for *Champions of Midgard* adds new mechanics in the form of a new resource to manage, secondary leader abilities, and leader dice which join on the battlefield. Now, when your warriors die in battle, they help you by gaining favor in *Valhalla*. Will you use your fallen warriors to defeat the epic monsters or gain favor with the Valkyrie and receive their help in the form of blessings, artifacts, and powerful berserkers and shield warriors? Scheduled to ship in July 2017.

GFG 96745 ..... \$29.99


**GET REELZ: BASE GAME**

Hollywood is Running Out of Ideas! *Get Reelz* is a movie-themed party game where players scramble to come up with the most entertaining movie title that also fits the demands of the studio, then pitch their titles to the 'producers' in hope of being awarded 'Best Film'. Scheduled to ship in June 2017.

GFG 96737 ..... \$24.99


**GET REELZ: BLANK PACK**

The *Blank Pack* for *Get Reelz* adds 20 new blank cards for those Producers that want to take screenwriting into their own hands! Scheduled to ship in June 2017.

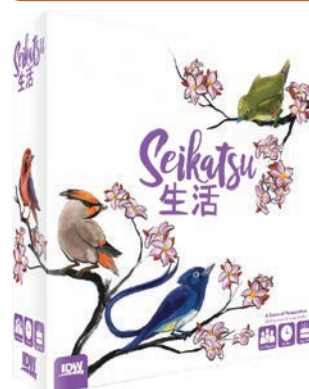
GFG 96739 ..... \$6.99

**GET REELZ: R-RATED PACK**

The *R-Rated Pack* for *Get Reelz* adds 20 new cards and 160 new words for producers that are looking to appeal to a more mature audience. Scheduled to ship in June 2017.

GFG 96738 ..... \$9.99

## IDW GAMES


**SEIKATSU**

In the competitive, strategic, tile-laying game *Seikatsu* - meaning "life" in Japanese - players tend a shared garden between each of their pagodas, competing to create the most breathtaking view. In a battle of serenity, tensions will be high! Take turns drawing and playing Garden tiles that feature both a bird and a flower to create flocks of birds and rows of flowers. Who has the best view of the garden? It's all a matter of perspective in *Seikatsu*!

IDW 01267 ..... \$39.99

## IELLO


**MOUNTAINS OF MADNESS**

Inspired by the haunting novella "At the Mountains of Madness" by H.P. Lovecraft, players in *Mountains of Madness* are passengers in a plane who have to cooperate to reach the top of the Mountain, then escape safely - but, the Mountain has more than one trick up its ghastly sleeve! In horror, you realize that the higher you fly, the crazier your teammates become! Each step you take, the team leader must gather the necessary equipment from all other players to keep the plane aloft. Clear and concise communication is the key - but, how will you stick together when your team starts developing weirder and weirder behavior?

IEL 51374 ..... \$39.99



### STICKY CHAMELEONS

Sticky situations call for sticky solutions with *Sticky Chameleons*. Catch the right insects with your sticky tongue to win Yummy-Yummy tokens. But, avoid wasps or you'll get stung!

IEL 51408.....\$14.99

## INDIE BOARDS & CARD



### AEON'S END DBG: THE NAMELESS EXPANSION

The Nameless ever encroach on the last bastion of Gravehold. To defeat the dark, one must first become it! An expansion for the cooperative deckbuilding game *Aeon's End*, *The Nameless* features two new nemeses and one new breach mage, as well as new gems, relics, spells, and minions. Scheduled to ship in September 2017.

PSI IBCAEDN2.....\$19.99



### AEON'S END DBG: WAR ETERNAL

Gravehold remains the last bastion of The World That Was. As the otherworldly incursions from the creatures known only as The Nameless intensify, a cadre of strange survivors emerge from the void itself. Will they be Gravehold's salvation - or its undoing? Featuring a number of innovative mechanisms, including a variable turn order system that simulates the chaos of an attack and deck management rules that require careful planning, *War Eternal* is a cooperative, standalone, deck-building game that can be combined with other *Aeon's End* content. Scheduled to ship in September 2017.

PSI IBCAEDW1.....\$49.99

## JASCO



### COUNCIL OF VERONA (2ND EDITION)

The citizens of Verona have grown weary of the constant quarrel between the houses of Capulet and Montague. As ruler of the region, Prince Escalus has formed a council to help mediate the conflict and bring lasting peace to Verona. In *Council of Verona*, players take on the role of influential citizens of Verona and act to use their influence to either add characters to the council - or cast them into exile! We've all heard the story of Romeo and Juliet - now's your chance to guide their tragic tale and determine who will rule Verona once and for all! Scheduled to ship in August 2017.

IMP JASCG4012.....\$19.99



### COUNCIL OF VERONA: CORRUPTION

Alas, the corruption that dwells within us all. Oh, what scandal, what deception! Oh, what cruel manipulation of these two houses! Shall we pity them and grant them leave while these matters are sorted? Nay, the iron is indeed hot and we must strike with all intention! Fellow citizens of Verona, I plead for your joint purpose as we bring the dynasty to level. With power in excess, take what you will, and may the best of us rise to our place. An expansion for *Council of Verona*, *Corruption* introduces 21 Corruption Cards to the board game of royal squabbling, bluffing, and deception. Scheduled to ship in August 2017.

IMP JASCG403.....\$9.99



### COUNCIL OF VERONA: WHERE ART THOU ROMEO

*Where Art Thou, Romeo?* is a nanogame in which 3-5 players switch turns taking on the role of Juliet, who is attempting to find Romeo amongst the others players. Scheduled to ship in August 2017.

IMP JASCG4022.....\$9.99

# CAPITAL CITY™

By James Ernest

## THE TITANS OF GAMING

# Calliope Games™

*Creating memories one game at a time.*

[www.CalliopeGames.com](http://www.CalliopeGames.com)



### DUNGEON CUP

Beer Pong Just Got An Upgrade! Buckle your boot straps 'cause it's about to get epic in *Dungeon Cup*! It's Beer Pong with Knights, Wizards, Spells, and Traps, combining epic roleplaying action with dexterous skills and strategic card mechanics! Scheduled to ship in August 2017.

IMP JASDC01 ..... \$34.99



### PIRATE DEN

Set sail on the high seas in the Golden Age of Piracy! Liberate riches from the three wealthiest shipping companies of the era and bury your loot before anyone else can steal it in *Pirate Den*, a cutthroat, fast-paced Pirate Bluffing Game! Scheduled to ship in August 2017.

IMP JASCG901 ..... \$29.99

### PLUMS

Try to fulfill the most lucrative pairings and combinations of fruit blends in this tasty, trick-taking card game. Scheduled to ship in August 2017.

IMP JASCG101 ..... \$24.99



## JOHN WICK PRESENTS



### 7TH SEA RPG: 2ND EDITION - THE CRESCENT EMPIRE HARDCOVER

Welcome to the Crescent Empire, a land of myth and might, where rivalries of faith, family, and politics constantly threaten the fragile bonds between kingdoms. It is a place where an ill-spoken word can cut deeper than the sharpest blade, and where ancient mysteries await discovery amidst sweeping desert sands. This sourcebook for *7th Sea: 2nd Edition* includes an overview of the Empire and a guide to its many nations, as well as new character options for those seeking to brave the Empire's perils. Scheduled to ship in September 2017.

PSI JWP7006 ..... \$39.99

## KEYMASTER GAMES

### CONTROL

HPS KYM0101 ..... \$17.99

## KONAMI DIGITAL ENTERTAINMENT

## SPOTLIGHT ON



### YU-GI-OH! TCG: LEGENDARY DUELISTS BOOSTER DISPLAY (36)

Joey Wheeler's Red-Eyes Army! Mai Valentine's Amazoness Warriors! Mako Tsunami's Ocean Mastery! Face-off against powerhouse Duelists like Mai Valentine, Mako Tsunami, Joey Wheeler, and Zane Truesdale with *Legendary Duelists*, featuring cards designed to enhance famous strategies from the classic series and renowned Duelists. This 55-card expansion for the *Yu-Gi-Oh! Trading Card Game* is offered in 5-card boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83502 ..... \$71.64

## LARK AND CLAM

### DEER LORD

Deceive! Manipulate! Confuse! In *Deer Lord*, a strategic party card game, players attempt to perform sneaky, zany, and downright bizarre things without being exposed by the other players. Try not to get caught as you give yourself a compliment, hit your head on the table, make up stories, or any of the other 259 crazy things! Scheduled to ship in September 2017.

PSI LC2001 ..... \$19.99



## LEGENDARY GAMES



### PATHFINDER RPG: AETHERA CAMPAIGN SETTING

Amazing Adventures Among the Stars! Discover worlds where magic and technology exist together, where powerful spacefaring vessels called aetherships ply the skies and the stars. The *Aethera Campaign Setting* features a binary star system with multiple inhabited worlds that have only just survived a century-long war, and even now live in the shadow of an impending intergalactic invasion! Inside this massive, *Pathfinder*-compatible tome you'll find four new alien races (Erahthi, Infused, Okanta, and Phalanx), six new alien worlds to explore, hybrid magical technology, and new rules for exciting, fast-paced vehicle combat, plus new base classes, feats, archetypes, and spells. Scheduled to ship in July 2017.

S2P LGPACS0000001 ..... \$59.99

## LEGION SUPPLIES



### ICONIC DICE D6 TIN (9) ASSORTMENT

All eight original iconic dice with an additional metallic gold Legion helmet die all in a special assorted dice tin. Scheduled to ship in July 2017.

LGN DCT132 ..... \$3.64

## LOONEY LABS



### JUST DESSERTS: JUST COFFEE EXPANSION

*Just Desserts*, the hit game of serving sweets, amps up the energy with ten new caffeinated cards! *Just Coffee* features six new edibles, from Tiramisu to Chocolate Covered Espresso Beans, and four new customers including the shaky but very enthusiastic Mr. Jitters.

LOO 075 ..... \$5.00

## MANTIC ENTERTAINMENT

### THE WALKING DEAD: ALL OUT WAR

Scheduled to ship in September 2017.



#### MICHONNE BOOSTER SET

MGE MGWD116 ..... \$19.99

#### RICK PRISON ADVISOR BOOSTER SET

MGE MGWD117 ..... \$19.99

### WARPATH

Scheduled to ship in September 2017.



#### ASTERIAN KALYSHI SET (5)

MGE MGWPA302 ..... \$19.99

#### VEER MYN CREEPERS SET (5)

MGE MGWPV304 ..... \$17.99



#### CYPHER TROOPS SET (14)

MGE MGWPA303 ..... \$29.99



#### VEER MYN RUMBLER WEAPONS PLATFORM SET (3)

MGE MGWPV404 ..... \$17.99

## MAYDAY GAMES

### MACROSCOPE

The *Macroscope* is a wondrous device that's used to investigate things up close... provided you can figure out what it is you're looking at. Roll the dice to determine which windows of the *Macroscope* you can open, revealing more of the picture inside. The fewer windows you open before guessing, the greater the reward. Scheduled to ship in June 2017.

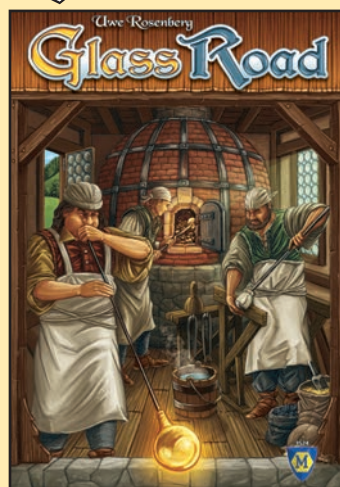
MDG 4235 ..... \$30.00



## MAYFAIR GAMES



## FEATURED ITEM



### GLASS ROAD

In Uwe Rosenberg's *Glass Road*, players take on the role of medieval glass-makers and celebrates the tradition of Bavarian glasswork. Over four building periods, players will use their identical hands of 15 specialists and attempt to outwit and outplay their opponents. Scheduled to ship in June 2017.

MFG 3524 ..... \$65.00

## MEDIEVAL LORDS



### CASTLE DUKES

As a duke, you have an ambition to build the greatest castle in the land. Unfortunately, there are more than a few dukes in this very same land, and they all have the same fantastic idea! Who will be the one to build the greatest castle and be renowned as the Grand Duke? Scheduled to ship in August 2017.

IMP MVL005 ..... \$75.00



### QUEEN OF THE HILL

In *Queen of the Hill*, players take on the role of powerful queens with the ability to summon mighty warriors from all eras and realms, draft them into their army, and clash against rival queens in a bid to conquer the legendary Celestial Hill, where its owner is granted any wish! But, beware! You risk attracting the attention of the deadly Dark One, who will wipe out your entire army if he enters the realm! Scheduled to ship in August 2017.

IMP MVL001 ..... \$22.00



### LITTLE MONSTERS

At night when babies sleep, where do they go in their dreams? For the little monsters of the fantasy realm, they secretly gather at the bottom of the Hill where they form parties and squabble their way up the slopes for that green, grassy patch at the top. Alas, even as the babies play in their dreams, they must watch out for their parents! A monster mum could appear at any time to awaken the babies from their dreams, pulling them out from that secret world. Scheduled to ship in August 2017.

IMP MVL002 ..... \$20.00



### SWEET SPOT

Take it to the courts with your trusty racket as you slug it out in *Sweet Spot*, the tactical Tennis card game! Scheduled to ship in August 2017.

IMP MVL004 ..... \$25.00

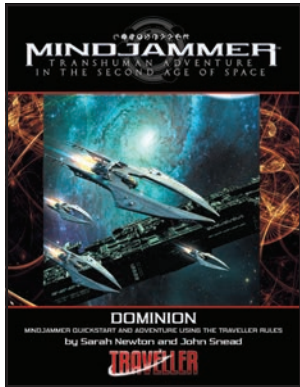


### WEAPONS OF THE HILL

The holiest gun of all! The most electrifying weapon! The darkest cursed dagger! All those legendary weapons of Celestial Hill. It's true. All of it! *Weapons of the Hill* is an expansion set for use with *Queen of the Hill* or *Little Monsters*. Scheduled to ship in August 2017.

IMP MVLO03.....\$18.00

## MODIPHIUS

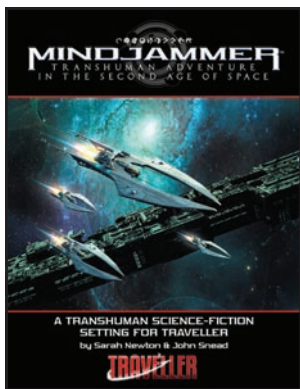


### MINDJAMMER: DOMINION

#### QUICKSTART (TRAVELLER EDITION)

Beyond the borders of the New Commonality of Humankind lies the Sentient Alliance, turbulent worlds where the embers of the Venu War still glow. And yet, stretched thin, the Commonality still tries to keep the light of civilization alive. Join a team of recruits to SCI Force - the Security and Cultural Integrity Instrumentality - on a mission gone horribly wrong on the cold war frontier with the Venu Successor States. *Dominion* is a Quickstart primer and introductory adventure for *Mindjammer* (Traveller Edition). Scheduled to ship in August 2017.

IMP MUH042502.....\$6.99



### MINDJAMMER:

#### TRAVELLER EDITION

Never has there been a greater time of opportunity. The universe is in flux, and for the first time in ten-thousand years no one knows what the future will bring. Charge your blaster, thoughtcast your orders to the starship sentience, and fire up the planing engines. Come and defend the light of humanity's greatest civilization as it spreads to the stars! *Mindjammer - Transhuman Adventure in the Second Age of Space*, the ENnie Award-winning transhuman science-fiction RPG setting, returns in a brand-new edition for use with the *Traveller* roleplaying game. Scheduled to ship in August 2017.

IMP MUH042501.....\$45.99



### SPACE 1889: REVISED EDITION

Bringing to life the literary fantasies created by Jules Verne, H. G. Wells, Arthur Conan Doyle, H. R. Haggard, and many others, *Space: 1889* is a science fiction roleplaying game in a more civilized time. A time when gentlemen and ladies of good character discover that there are adventures to be found in London's fogbound alleys just as much as there are on the dusty streets of Syrtis Major on Mars. A time when soldiers might be posted to East Africa or Mars by order of their country; a time when inventors rush to test their latest designs and their latest theories; a time when historians search for the secrets of the ancient Martians; and when wild Venusian Lizardmen and proud Martian steppe warriors must serve their tribes and seek fame and fortune in a time when aliens from Earth have come to their planets. Scheduled to ship in August 2017.

IMP MUH051051.....\$49.99



### SYBAROUM:

#### ADVENTURE PACK 2

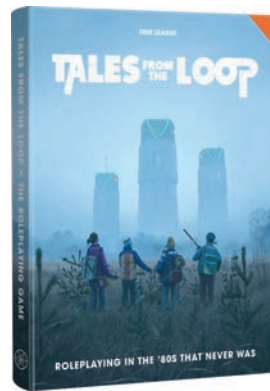
The Davokar region has a grim, horrifying past, and that which has been forgotten by most is sometimes rediscovered by the curious and the greedy. This way, struggles that were laid to rest centuries ago can come to life and cause much grief and destruction, to both Ambrians and the barbarian clans; the hunger of a few awakes the famished powers of ancient times, and the common woman, man, and child has to suffer. For use with *Sybaroum*, *Adventure Pack 2* includes two stand-alone adventures ("Fever of the Hunt" and "The Bell tolls for Kastor") dealing with what happens when careless individuals dig too greedily and too deep into the black soil of Davokar's past.

IMP MUH050551.....\$19.99

### TALES FROM THE LOOP: MAP

This large, full-color, double-sided map details the Mlaren Islands, the main setting of the *Tales from the Loop* RPG, with a map of the alternative US setting based on Boulder City, Nevada, on the flip-side. Scheduled to ship in August 2017.

IMP MUH051085.....\$19.99



### TALES FROM THE LOOP

The landscape was full of machines and scrap metal connected to the facility in one way or another. Always present on the horizon were the colossal cooling towers, with their green obstruction lights. If you put your ear to the ground, you could hear the heartbeat of the Loop - the purring of the Gravitron, the central piece of engineering magic that was the focus of the Loop's experiments. The facility was the largest of its kind in the world, and it was said that its forces could bend space-time itself. Sci-fi artist Simon Stlenhag's paintings of Swedish 1980's suburbia, populated by fantastic machines and strange beasts, have won global acclaim. Stlenhag's portrayal of a childhood against a backdrop of old Volvo cars and coveralls, combined with strange and mystical machines, creates a unique atmosphere that is both instantly recognizable and utterly alien. Now, step into the amazing world of the Loop in *Tales of the Loop*, roleplaying in the '80s that never was. Scheduled to ship in August 2017.

IMP MUH050645.....\$45.99



### TALES FROM THE LOOP: DICE SET

Produced by Q-Workshop, this set of ten 16mm, engraved custom dice is designed specifically for use with the *Tales from the Loop* RPG. Scheduled to ship in August 2017.

IMP MUH051007.....\$19.99



### TALES FROM THE LOOP:

#### GM SCREEN

This durable, deluxe gamesmaster screen features Simon Stlenhag's awesome, surreal art and a host of handy, useful tables and important information for running campaigns of *Tales of the Loop*. Scheduled to ship in August 2017.

IMP MUH050646.....\$24.99



## MONGOOSE PUBLISHING

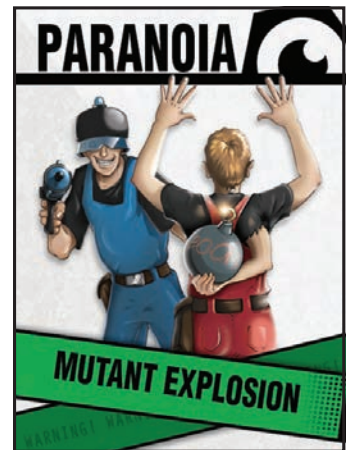


### PARANOIA RPG:

#### MORE REDACTED SOCIETIES

Troubleshooters! Alpha Complex is experiencing a wave of More [REDACTED] Societies. These traitors and terrorists are flooding your sector with new societies, factions within societies, and equipment. INFRARED workers are having their loyalty to the Computer tested by the Alpha Complex Communist Movement, the Alpha Communist Complex Front, the Communist Party of Alpha Complex, and the Communist Party of Alpha Complex (Marky Marxist). Your new mission: Infiltrate More [REDACTED] Societies, uncover their leadership, and break the cruel hold they have over our citizens. Bonus XP Points and complimentary cake for every traitor you eliminate! Scheduled to ship in August 2017.

S2P MGP50005.....\$14.99

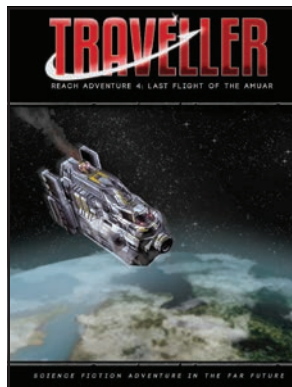


### PARANOIA RPG:

#### THE MUTANT EXPLOSION

Troubleshooters! Alpha Complex is undergoing an explosion of mutants! This briefing pack contains all the information on 50 brand-new, never-before-detected and extremely traitorous mutant powers that some of your fellow citizens are concealing. Fear the laser-bending powers of the Refractor! Arrest and interrogate the Vanisher! Point and laugh at the Phosphorescent! Terminate with extreme prejudice the Android for bonus XP points! If you suspect that you're a mutant, then terminate yourself immediately for a 50 XP point bonus! Scheduled to ship in August 2017.

S2P MGP50004.....\$14.99



# TRAVELLER RPG:

## LAST FLIGHT OF THE AMUAR

Exploratory trade missions into the Outrim Void - a region of sparse star systems just over the border from Imperial space - by long-range, Leviathan-class merchant cruisers have proven to be successful and lucrative. However, there have been losses, too. Among them was the *Amuar*. She's long overdue, presumed lost, and has yet to be located by a search of the trans-border worlds. What was the fate of the *Amuar* and her crew, and can either be recovered? An adventure module for *Traveller*, *Last Flight of the Amuar* contains background information on the Senlis Foederate and Belgardian Sojournate, both pocket empires within the Trojan Reach, along with a detailed view of Leviathan-class merchant cruisers and the Lancer-class corvette. Scheduled to ship in July 2017.

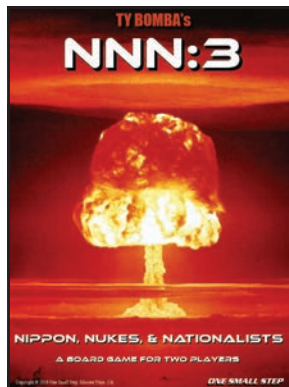
S2P MGP40012.....\$19.99

## ONE SMALL STEP GAMES

### NATO, NUKES & NAZIS: 3 - NIPPON, NUKES, & NATIONALISTS

Extending the narrative begun in *NATO, Nukes & Nazis: The War in France & Russia* to the other main theater of operations of this war - East Asia - *Nippon, Nukes, & Nationalists* can be played as a standalone game or combined with the two-map scenario in the parent game. Scheduled to ship in July 2017.

S2P OSS21701 .....\$54.95



## PAIZO PUBLISHING



### PATHFINDER ADVENTURE CARD GAME: PATHFINDER TALES CHARACTER DECK

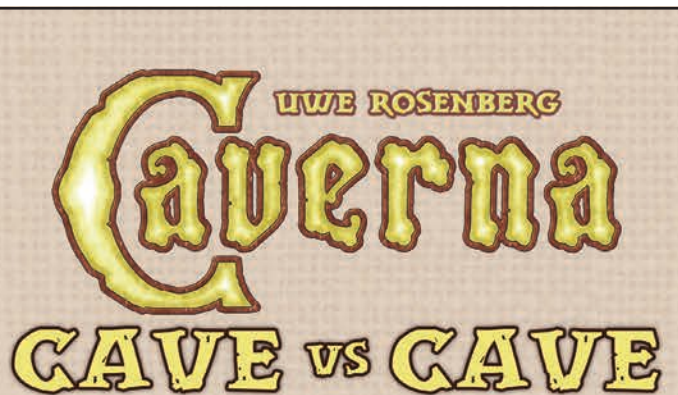
From the pages of Paizo's most illustrious novels comes the *Pathfinder Adventure Card Game Pathfinder Tales Character Deck*, featuring three new characters noted for their stories of legend. Take on the role of the charming half-elf aristocrat Varian Jeggare or his rough-and-tumble devilborn bodyguard Radovan, or slither into adventure as Celeste, a sharp-tongued naga with piratical ambitions! The *Pathfinder Tales Character Deck* is an 109-card accessory for the *Pathfinder Adventure Card Game*. Scheduled to ship in September 2017.

PZO 6822.....\$19.99

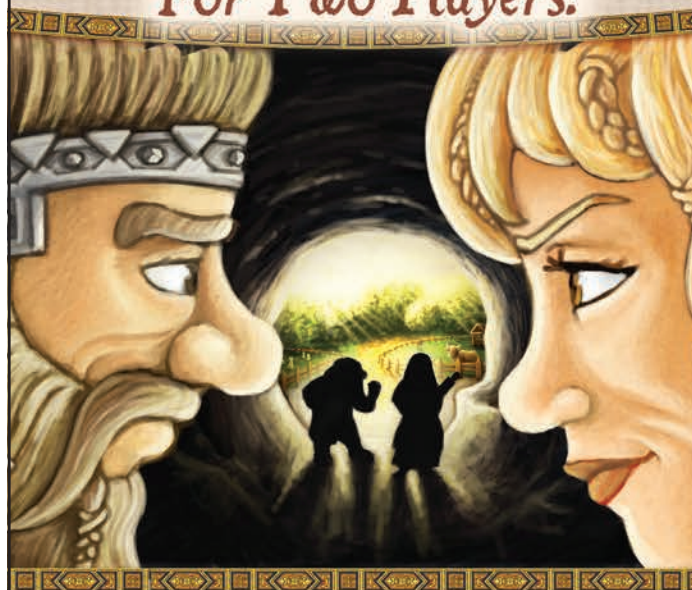
### PATHFINDER RPG: ADVENTURE PATH - RUINS OF AZLANT PART 2 - INTO THE SHATTERED CONTINENT

After working to secure their settlement on the lost continent of Azlant, the adventurers aid the colony by exploring the rest of the island in search of resources and to look for potential dangers. But, sinister forces are at work in the colony and the adventurers must uncover a menacing threat to the settlement before they become the next victims of a vile plot. A *Pathfinder Roleplaying Game* adventure for 4th-level characters, *Into the Shattered Continent* continues the *Ruins of Azlant Adventure Path*. Scheduled to ship in September 2017.

PZO 90122.....\$24.99



For Two Players!



With only two pairs of helping hands, you stand at the entrance to your new cave dwelling. There is much work to do and no time to lose! The nearby tribe is doing better than you and this cannot stand. Carve your way deeper into the mountain and create a cozy cave. Gather grain, flax, and building materials. Mine for precious metals and become wealthier than you, or your rivals, ever dreamed!



1-2



20-40



12+



Learn more!



Mayfair Games®



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### PATHFINDER RPG: BOOK OF THE DAMNED HARDCOVER

Be it the darkest depths of the demon-haunted Abyss, the apocalyptic realm of Abaddon, or the infernal layers of Hell itself, the denizens of these evil planes of existence have long tempted, tormented, and tortured mortal life. From the lowliest imp to the mightiest demon lord, these realms are ripe with horrors and festering with threats to body, mind, and soul. And the route to knowing these blasphemous secrets are held within the infamous pages of the *Book of the Damned*. Within these pages, you'll find details on demon lords and arch devils, information on the realms of Hell, Abaddon, and the Abyss, and rules for incorporating fiendish influences into your *Pathfinder* campaigns - be they in the form of foes for heroic parties to face, or temptations for less scrupulous adventurers to consider. Scheduled to ship in September 2017.

PZO 1139 .....\$44.99



### PATHFINDER RPG: FLIP-MAT - CAVERNOUS LAIR

Doom From the Deep! Dare the deadly depths with *Pathfinder Flip-Mat: Cavernous Lair*, with one side featuring a view of barren, cave-pocked cliffs, and the other presenting a tangled maze tunnels and caverns. Measuring 27-inches x 30-inches, this *Flip-Mat* features a coated surface that's designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in August 2017.

PZO GENFM001 .....\$14.99



### PATHFINDER RPG: PAWNS - TRAPS AND TREASURES PAWN COLLECTION

Fill your dungeon with lethal threats and incredible rewards with *Pathfinder Pawns: Traps & Treasures*, featuring an assortment of more than 100 sturdy pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Inside awaits an arsenal of deadly pits and scything blades, volatile runes and crushing boulders, As well as a hoard of chests, piled coins, glittering idols, and all manner of mystical treasures. This collection features two new types of *Pathfinder Pawns*, one depicting standing fixtures and the other designed to lay flat, both perfect for customizing your roleplaying encounters. Scheduled to ship in September 2017.

PZO 1027 .....\$24.99



### PATHFINDER RPG: PLAYER COMPANION - ANTIHERO'S HANDBOOK

Not all adventurers are exemplars of heroism, righteousness, and justice, but that doesn't make them any less capable at getting the job done. With *Pathfinder Player Companion: Antihero's Handbook*, you'll find new rules options for characters on the shady side of the moral spectrum. Featuring new character archetypes for fallen characters, exploitative teamwork feats, new alchemical items and discoveries, and magic items, the *Antihero's Handbook* is the perfect guide for anyone not willing to stick to the straight and narrow. Scheduled to ship in September 2017.

PZO 9484 .....\$14.99

### PATHFINDER RPG: FLIP-MAT - HAUNTED HOUSE

Whether you're questing to settle the spirit of a malicious haunt, or searching for a group of missing younglings, *Pathfinder Flip-Mat: Haunted House* has you covered. The two-sides of this *Flip-Mat* detail the levels of a large haunted mansion, with one side detailing the ground floor and twisted grounds of the mansion, while the other covers the upper levels, including the roof and tallest tower of the baneful abode. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in September 2017.

PZO 30085 .....\$14.99



### STARFINDER RPG: CONDITION CARDS

Never Miss a Modifier! With *Starfinder Condition Cards*, GMs and players have all the rules for the game's most common conditions at their fingertips. Did your technomancer turn invisible? Did that alien paralyze your soldier with its venom? From bleeding and blinded, to confused and panicked, these handy cards have the rules you need, when you need them. Scheduled to ship in September 2017.

PZO 7104 .....\$12.99

## PANDASAURUS GAMES

### DINOSAUR ISLAND

The theme park biz is a totally different world since scientists discovered dinosaur DNA and patented the process of creating Dinosaurs in labs. Remember when a new coaster could bring in a crowd? Ha! Try the latest, petrifying carnivore from the Cretaceous period and you've got yourself an audience! So, you think your little company can make it in this world? Hopefully you've ironed out the logistics. Competing in *Dinosaur Island* takes more than just creating the rarest dinos in your fancy private lab, especially when owners go rogue and the dinos get ever bigger without accounting for the security those bad boys take. You want your guests eating dinner at the park - not becoming it! Scheduled to ship in September 2017.

PAN 201703 .....\$69.95



### KING'S LIFE

It's Monday in a king's life and laborious kingly duties have made for one irritable monarch. Good thing our fair ruler devotes every other day of the week to kingly delights. Come Tuesday, it's up to his courtiers to pull his highness out of this funk. Each day left in the week brings different demands. A hunt! A feast! A tourney! A ball! The cunning courtier that can tickle the tyrant's fancy with his or her own grand plan will be in the king's good graces and enjoy a coveted seat on the royal council. Scheduled to ship in September 2017.

PAN 201702 .....\$29.95



### RED SCARE

The threat of Communist infiltration is at an all-time high and red panic is everywhere. It's on you, trusted patriots of the FBI, to scour the files of any and all that may be promoting the Soviet agenda and threatening these sacred shores. The nation trusts you to detect and then publicly accuse and deport these traitors. But, watch out! Double agents are everywhere! Even your closest colleagues are not to be trusted. Perhaps even you have something to hide in *Red Scare*, a hidden role and social deduction game. Scheduled to ship in September 2017.

PAN 201705 .....\$29.95

## PASSPORT GAME STUDIOS



### SKYWARD

After generations of turmoil, the four factions have finally put their differences aside to work together for a better tomorrow. As a commitment to this alliance, the worlds first airborne city, named Skyward, is to be built above the intersecting borders of the four realms. Tasked with building this new city, you and other cultural luminaries vie for control by becoming the Warden, and ultimately declared Founder of Skyward.

PGS RNMSKW01 ..... \$25.00



### TOKAIDO: METAL COINS

Scheduled to ship in August 2017.

PGS TKDCOINS01 ..... \$20.00

## PAW WARRIOR GAMES



### AMBYRIA: STARLIGHT & VENGEANCE

After his initial defeat, Ingduhl is thirsty for vengeance! He sets out on a quest for the only thing that has the power to defeat him - the Ember Stones! This is his chance to destroy them and reign over Ambyria, unopposed. In the wake of his terror, a new hero, Melevanie, rises to meet Ingduhl in battle in hopes of vanquishing him for good! Play as either the Warrior of Starlight or the Shadow Demon, himself, and battle over the Ember Stones in *Starlight & Vengeance*, an expansion to *Ambyria: Shroud of the Shadow Demon*. Scheduled to ship in August 2017.

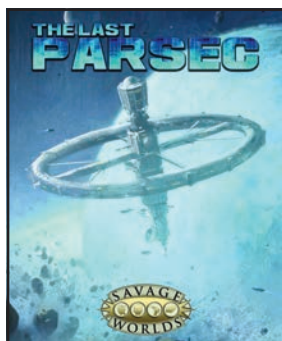
S2P PWG8002 ..... \$14.99

## PINNACLE ENTERTAINMENT GROUP

### SAVAGE WORLDS RPG: THE LAST PARSEC COLLECTORS BOX SET

This Collector's Box Set contains softcover editions of *The Last Parsec Core Rulebook*, as well as the supplements *Eris Beta V*, *Leviathan*, and *Scientorium*. Also included is the GM Screen & Adventure, Map Set: Dropship/Freighter, Map Set: Pirate/Research Ship, Action Decks, *The Last Parsec Bennies* (20), and the Dice Set. Scheduled to ship in July 2017.

S2P 10908 ..... \$99.99



## PLAID HAT GAMES



### DEAD OF WINTER: WARRING COLONIES EXPANSION

Prepare for all-out war between surviving colonies in *Warring Colonies*, an expansion for *Dead of Winter*! A conflict is brewing over resources and territory and the fate of your colony is at stake. Pick a side or become the Lone Wolf, playing both sides to accomplish your secret goals. No matter what you choose, you'll face plenty of new challenges in this harsh, zombie-infested world. Combine *Warring Colonies* with *Dead of Winter* or *Dead of Winter: The Long Night* to add new survivors, items, crossroads cards, and crisis cards to the game, or combine all three for an epic colony vs. colony variant for up to eleven players! Scheduled to ship in September 2017.

PHG PH1002 ..... \$39.95

## PLASTIC SOLDIER COMPANY

### 15MM EASY ASSEMBLY

Scheduled to ship in May 2017.



### AMERICAN HEAVY WEAPONS

1944-45

PSC WW2015007 ..... \$21.04



### AMERICAN INFANTRY 1944-45

PSC WW2015006 ..... \$21.04



### BRITISH 25 PDR AND CMP QUAD TRACTOR

PSC WW2G15006 ..... \$23.22



### BRITISH A9 A10 CRUISER TANK

PSC WW2V15029 ..... \$21.53



### BRITISH AND COMMONWEALTH CMP 15 CWT TRUCK

PSC WW2V15030 ..... \$19.98



### BRITISH PARATROOPERS

PSC WW2015015 ..... \$23.71



### BRITISH AND COMMONWEALTH UNIVERSAL CARRIERS

PSC WW2V15032 ..... \$18.89



### BRITISH PARATROOPERS HEAVY WEAPONS

PSC WW2015016 ..... \$21.04



### EARLY WAR GERMAN HEAVY WEAPONS 1939-42

PSC WW2015009 ..... \$21.04



### EARLY WAR GERMAN INFANTRY 1939-42

PSC WW2015008 ..... \$23.71



### GERMAN FALLSCHIRMJAEGER

PSC WW2015013 ..... \$23.71



### GERMAN FALLSCHIRMJAEGER HEAVY WEAPONS

PSC WW2015014 ..... \$21.04



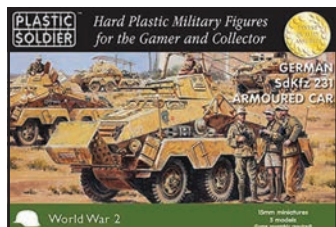
**GERMAN GRENADIERS IN NORMANDY 44**

PSC WW2015011.....\$23.71



**GERMAN GRENADIERS IN NORMANDY HEAVY WEAPONS**

PSC WW2015012.....\$18.31



**GERMAN Sdkfz 231 8 RAD HEAVY ARMoured CAR**

PSC WW2V15031.....\$21.53



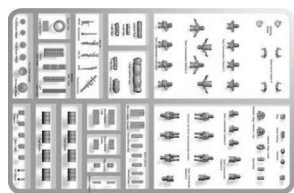
**GERMAN Sdkfz 251 AUSF C HALF TRACK**

PSC WW2V15003.....\$21.53



**GERMAN Sdkfz 251 D CONVERSION KIT**

PSC WW2V15013.....\$18.89



**GERMAN STOWAGE AND TANK COMMANDERS**

PSC WW2V15027.....\$15.07



**IS2 TANK**

PSC WW2V15024.....\$21.53



**LATE WAR BRITISH ARMoured DIVISION BOX**

PSC AB15002.....\$70.16



**LATE WAR BRITISH HEAVY WEAPONS 1944-45**

PSC WW2015010.....\$18.31



**LATE WAR BRITISH INFANTRY 1944-45**

PSC WW2015003.....\$23.71



**LATE WAR GERMAN HEAVY WEAPONS**

PSC WW2015005.....\$18.31



**LATE WAR GERMAN INFANTRY 1943-45**

PSC WW2015002.....\$21.04



**LATE WAR GERMAN PANZER ARMY BOX**

PSC AB15001.....\$70.16



**M5 HALFTRACK**

PSC WW2V15020.....\$21.53



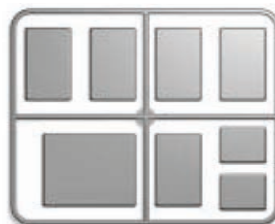
**MID AND LATE WAR RUSSIAN STRELKOVY RIFLE BATTALION BOX**

PSC AB15005.....\$86.33



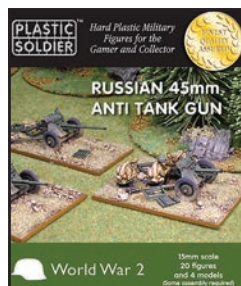
**MID AND LATE WAR RUSSIAN TANK BATTALION BOX**

PSC AB15004.....\$86.33



**MIXED SIZE PLASTIC BASES**

PSC B001.....\$7.56



**RUSSIAN 45MM ANTI TANK GUN**

PSC WW2G15001.....\$21.98



**RUSSIAN HEAVY WEAPONS**

PSC WW2015004.....\$18.31



**RUSSIAN INFANTRY IN SUMMER DRESS**

PSC WW2015001.....\$21.04



**RUSSIAN T70 TANK**

PSC WW2V15019.....\$19.98



**RUSSIAN ZIS 2 AND 3 ANTI TANK FIELD GUN**

PSC WW2G15002.....\$18.31



**SHERMAN M4A2 TANK**

PSC WW2V15006.....\$21.53



**SHERMAN M4A3 LATE TANK**

PSC WW2V15014.....\$25.87

SENTIENT



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# The Future Is Here

Summer 2017

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**STUART M5 TANK**  
PSC WW2V15021 .....\$21.53



**US TANK COMPANY  
ARMY 1944 BOX**  
PSC AB15003 .....\$86.33

## POKÉMON USA



### POKÉMON TCG: TSAREENA GX BOX

Introducing Pokémon Royalty! Control the full might and majesty of Tsareena-GX, whose Queen's Command-GX attack has the power to completely devastate your opponent's hand! This boxed set for the Pokémon Trading Card Game comes complete with a foil promo card and foil oversized card featuring Tsareena-GX, plus four Pokémon TCG booster packs and a code card for the Pokémon Trading Card Game Online.  
PUI 80309.....PI

## PRIVATEER PRESS

### HORDES

Scheduled to ship in August 2017.



**GRYMKIN CAGE RAGER HEAVY  
WARBEAST (PLASTIC)**  
PIP 76009 .....\$34.99



**GRYMKIN DREAD ROTS  
UNIT (PLASTIC)**  
PIP 76015 .....\$49.99



**GRYMKIN GOREHOUND LIGHT  
WARBEAST (PLASTIC)**  
PIP 76010 .....\$17.99



**GRYMKIN NEIGH SLAYERS UNIT  
(WHITE METAL)**  
PIP 76018 .....\$44.99



**GRYMKIN RATTLER LIGHT  
WARBEAST (PLASTIC)**  
PIP 76008 .....\$24.99



**GRYMKIN THE DREAMER &  
PHANTASMS WARLOCK (RESIN  
AND WHITE METAL)**  
PIP 76003 .....\$49.99



**GRYMKIN TRAPPERKIN  
SOLO (WHITE METAL)**  
PIP 76021 .....\$14.99



**GRYMKIN THE KING OF  
NOTHING WARLOCK  
(RESIN AND WHITE METAL)**  
PIP 76001 .....\$14.99



**GRYMKIN TWILIGHT SISTERS  
UNIT (WHITE METAL)**  
PIP 76020 .....\$24.99

## QUANTUM BLACK GAMES



### UBIQUITY: QUANTUM BLACK CORE RULES REVISED

Evil cults, horrors from beyond time and space, witches, vampires, and demons all rise to terrorize this world. Someone needs to stop them! Powered by the lightning-fast Ubiquity rules engine, players in Quantum Black find themselves immersed in a ground-breaking, fast-paced, cinematic, action-oriented, horror roleplaying game. Scheduled to ship in August 2017.  
S2P QBG1001R.....\$44.99

## QUEEN GAMES

### 12 THIEVES

Scheduled to ship in June 2017.  
HPS 10341.....\$39.99

### ARMAGEDDON

Scheduled to ship in June 2017.  
HPS 20121.....\$59.99

### ESCAPE: THE CURSE OF THE TEMPLE BIG BOX 2ND EDITION

HPS 10353.....\$99.99

**ESCAPE: ZOMBIE CITY BIG BOX**  
HPS 10331.....\$99.99

### GLUX

Scheduled to ship in June 2017.  
HPS 10221.....\$39.99

### HIGH TIDE

Scheduled to ship in June 2017.  
HPS 10161.....\$39.99

### KINGDOM BUILDER: HARVEST EXPANSION

HPS 10232.....\$39.99

### METRO

Scheduled to ship in June 2017.  
HPS 10241.....\$39.99

### SOLARIS

Scheduled to ship in June 2017.  
HPS 20161.....\$39.99

### TEMPLARS' JOURNEY

Scheduled to ship in June 2017.  
HPS 20111.....\$49.99

### TIP TAP

Scheduled to ship in June 2017.  
HPS 10281.....\$29.99

## QUICKSIMPLEFUN



### ROBITS

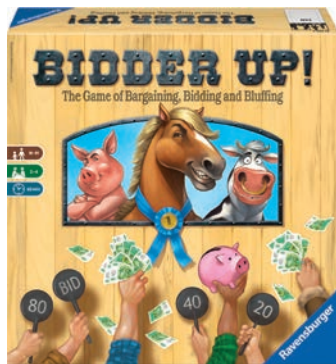
Some Assembly Required! Everyone needs a ROBIT! They're the perfect robot companions...the only thing they can't do is put themselves together. That's where you come in! As the brightest and newest employee at ROBITs Inc, it's time to roll up your sleeves and build the best ROBIT you can! Scheduled to ship in June 2017.  
QSF 177619.....\$15.99



### RUSH AND BASH: WINTER IS NOW

Racing in icy winter conditions means drivers are faced with new challenges. Four arctic circuit sheets bring wild new obstacles, and exciting Magic Nitro effects arm players with powerful tools to aim at the environment - and each other! Face-off against mischievous penguins, slick turns, new racers, and even the vengeful ghost of a legendary driver in this first expansion to Rush & Bash!  
QSF 177609.....\$24.99

## RAVENSBURGER



### BIDDER UP

Show off your best bargaining skills to increase the value of your farm animals on the open market as you quest to collect as many complete sets of animals in *Bidder Up!*, the game of bargaining, bidding, and bluffing! Scheduled to ship in September 2017.

PSI RVN272464 .....\$39.99

### THE QUEST FOR EL DORADO

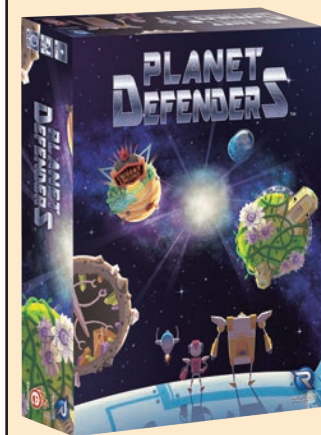
Will you dare search for the golden city? Assemble your expedition and lead it through the jungles of South America in *The Quest for El Dorado*, a deck-building game of perilous paths and rewarding riches! But, you'll need a good plan, expert explorers, and the right equipment. Will you choose the scout, the photographer, or the prop plane? It's up to you to find the best route through the wilderness to win the race to El Dorado! Scheduled to ship in September 2017.

PSI RVN267545 .....\$32.99



## RENEGADE GAMES STUDIOS

### SPOTLIGHT ON



### PLANET DEFENDERS

In the far future, humans have colonized hundreds of worlds throughout the galaxy. Robots have been in use for centuries and millions have been discarded over the years and littered across the cosmos, becoming a potential problem for mankind. Luckily, the Planet Defenders protect us and gather up and dismantle these robotic remnants before they become a real danger! Scheduled to ship in September 2017.

RGS 00582 .....\$45.00

### OFFERED AGAIN

### O/A CASTLES OF CALADALE

In a forgotten time, when magic could move mountains, the Kingdom of Caladale was home to people of all kinds, living in castles of unimaginable beauty. Yet, on one fateful night, an ancient spell of great power was cast by one unable to control it. By daybreak all of the castles were destroyed – their walls and towers torn apart, twisted together and scattered across the land. The people of Caladale must now rebuild, competing for walls and towers from the broken and twisted remains of each other's homes to rebuild their castles and reclaim the glory of Caladale!

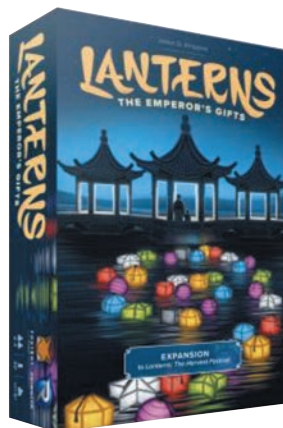
RGS 00531 .....\$30.00



### O/A HONSHU

In this map-building card game set in feudal Japan, players in *Honshu* are lords and ladies of Noble houses seeking new lands and opportunities for fame and fortune.

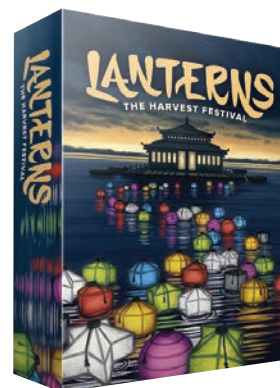
RGS 00567 .....\$25.00



### O/A LANTERNS: THE EMPEROR'S GIFTS EXPANSION

The emperor desires pavilions be built throughout the lake to give observers the best view of the lanterns. Build pavilions, earn gifts from the emperor, and redeem them for powerful actions to make this the best harvest festival yet with *The Emperor's Gifts*, the first expansion for the award-winning *Lanterns: The Harvest Festival*.

RGS 00558 .....\$20.00



### O/A LANTERNS: THE HARVEST FESTIVAL

The harvest is in – now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 .....\$35.00

## ROGUE GAMES

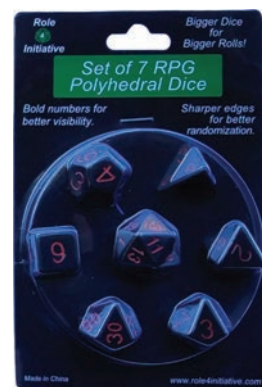


### SHADOW, SWORD & SPELL: 2ND EDITION

Pick up your Sword! Grab your Staff! Sharpen your Knives! It's Time to Adventure! Inspired by the writings of Robert E. Howard, Clark Ashton Smith, and H.P. Lovecraft, *Shadow, Sword & Spell* is pulp fantasy at its finest. This is the fantasy where heroes seek to carve their own glory, and the threats faced are outside the scope of humankind. Revised, rewritten, and redesigned *Shadow, Sword & Spell 2nd Edition* provides everything you need to run pulp fantasy adventures. Scheduled to ship in August 2017.

S2P RGG8001 .....\$29.99

## ROLE 4 INITIATIVE



### POLYHEDRAL DICE SET OF 7

Scheduled to ship in July 2017.

MARBLE PURPLE WITH WHITE NUMBERS

S2P R4I50203-7B .....\$7.99

OPAQUE BLACK WITH RED NUMBERS

S2P R4I50005-7B .....\$4.99

OPAQUE BLACK WITH WHITE NUMBERS

S2P R4I50004-7B .....\$4.99

OPAQUE DARK BLUE WITH WHITE NUMBERS

S2P R4I50008-7B .....\$4.99

OPAQUE DARK GRAY WITH LIGHT BLUE NUMBERS

S2P R4I50019-7B .....\$4.99

OPAQUE DARK GRAY WITH RED NUMBERS

S2P R4I50018-7B .....\$4.99

OPAQUE DARK PURPLE WITH GOLD NUMBERS

S2P R4I50014-7B .....\$4.99

OPAQUE RED WITH GOLD NUMBERS

S2P R4I50003-7B .....\$4.99

TRANSLUCENT BLACK SMOKE WITH LIGHT BLUE NUMBERS

S2P R4I50105-7B .....\$5.99

TRANSLUCENT DARK BLUE WITH LIGHT BLUE NUMBERS

S2P R4I50109-7B .....\$5.99

TRANSLUCENT DARK GREEN WITH LIGHT BLUE NUMBERS

S2P R4I50112-7B .....\$5.99

TRANSLUCENT DARK PURPLE WITH LIGHT BLUE NUMBERS

S2P R4I50115-7B .....\$5.99



### POLYHEDRAL DICE SET OF 15

Scheduled to ship in July 2017.

|  |         |
|--|---------|
| MARBLE PURPLE WITH WHITE NUMBERS<br>S2P R4150203-FB.....                   | \$14.99 |
| OPAQUE BLACK WITH RED NUMBERS<br>S2P R4150005-FB.....                      | \$8.99  |
| OPAQUE BLACK WITH WHITE NUMBERS<br>S2P R4150004-FB.....                    | \$8.99  |
| OPAQUE DARK BLUE WITH<br>WHITE NUMBERS<br>S2P R4150008-FB.....             | \$8.99  |
| OPAQUE DARK GRAY WITH<br>LIGHT BLUE NUMBERS<br>S2P R4150019-FB.....        | \$8.99  |
| OPAQUE DARK GRAY WITH<br>RED NUMBERS<br>S2P R4150018-FB.....               | \$8.99  |
| OPAQUE DARK PURPLE WITH<br>GOLD NUMBERS<br>S2P R4150014-FB.....            | \$8.99  |
| OPAQUE RED WITH GOLD NUMBERS<br>S2P R4150003-FB.....                       | \$8.99  |
| TRANSLUCENT BLACK SMOKE WITH<br>LIGHT BLUE NUMBERS<br>S2P R4150105-FB..... | \$10.99 |
| TRANSLUCENT DARK BLUE WITH<br>LIGHT BLUE NUMBERS<br>S2P R4150109-FB.....   | \$10.99 |
| TRANSLUCENT DARK GREEN WITH<br>LIGHT BLUE NUMBERS<br>S2P R4150112-FB.....  | \$10.99 |
| TRANSLUCENT DARK PURPLE WITH<br>LIGHT BLUE NUMBERS<br>S2P R4150115-FB..... | \$10.99 |

### SFR



### DRAGON DICE:

#### KICKER PACK 5 - UNDEAD

What happens in Esfah when the carnage continues to escalate? Lord Death raises the Undead to step into the battle for supremacy! Zombies, Skeletons, Vampires, Ghouls, Dracoliches, and other not-quite-dead-yet units await your command in this Kicker Pack for Dragon Dice! Scheduled to ship in August 2017.

IMP SFR1503.....\$9.95

### SHOOT AGAIN GAMES

#### PINBALL SHOWDOWN

HPS SAGPS1.....\$25.00

### SMIRK AND DAGGER



#### CUTTHROAT CAVERNS: DEATH INCARNATE

Welcome back to *Cutthroat Caverns*, the semi-cooperative game of kill-stealing and backstabbing in a deadly dungeon! *Death Incarnate* is an expansion pack for *Cutthroat Caverns* dedicated to the most feared Encounters in the game, the Incarnations. Here their numbers are more than doubled, new Events are themed for their spheres of influence, and legendary Relics are imbued with their incredible powers. Scheduled to ship in August 2017.

IMP SND0046.....\$24.99

### STEAMFORGED GAMES

#### GUILD BALL



#### ALCHEMIST THE LURE OF GOLD

SFG B03-014.....\$75.00



#### HUNTER BLESSED OF THE SUN FATHER

SFG B03-019.....\$75.00



#### MOTICIAN THE MASTER OF PUPPETS

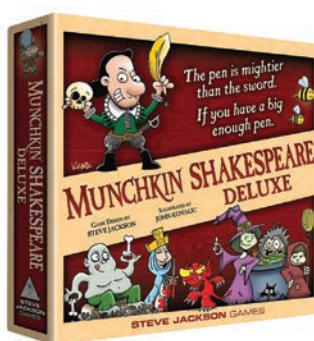
SFG B03-021.....\$75.00



#### UNION SHADOW OF THE TYRANT

SFG B03-022.....\$75.00

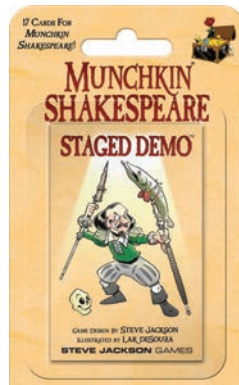
### STEVE JACKSON GAMES



#### MUNCHKIN SHAKESPEARE: DELUXE

The Pen is Mightier Than the Sword... If You Have a Big Enough Pen! Prepare to fire the Shakespearean Canon in this Shakespeare-themed edition of *Munchkin*, the hit card game of monster-slaying, punnery, and backstabbing. *Et tu, Brute?* Scheduled to ship in September 2017.

SJG 1564.....\$29.95



#### MUNCHKIN SHAKESPEARE: STAGED DEMO BLISTER PACK

All the World's a Stage for Your *Munchkin* Demo! *Munchkin Shakespeare Staged Demo* features 17 cards taken from *Munchkin Shakespeare Deluxe* with new art by fan-favorite comic illustrator Lar deSouza, arranged in a programmed demo to teach new players. Scheduled to ship in September 2017.

SJG 4259.....\$5.95

### STRAWBERRY STUDIO

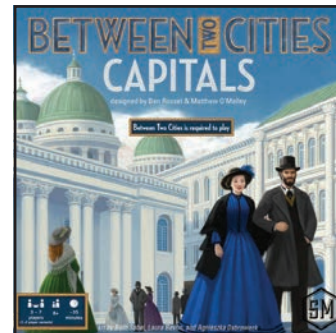


#### PYRAMID OF THE SUN

Become one of the architects of the breathtaking structure towering over the ancient city of Teotihuacan! Outwit your friends and make history as the true builder of the *Pyramid of the Sun*! Scheduled to ship in September 2017.

PSI STR004.....\$10.00

### STONEMAIER GAMES



#### BETWEEN TWO CITIES: CAPITALS EXPANSION

Now at the pinnacle of your career, you are sought after by two capital cities to build their city centers. Not only do you have to consider the natural features that were the reason for their founding, you also need to ensure the civic buildings are appropriately placed, and you must not forget to satisfy the citizens' demands along the way. *Between Two Cities: Capitals* expands the core game by adding several new challenges, including landscapes, districts, and civic building tiles. Scheduled to ship in July 2017.

GTG STM501.....\$20.00

### STRONGHOLD GAMES

#### FABLED FRUIT: LIMES EXPANSION

Once upon a time there was a marvelous forest full of gorgeous fruit, which could be harvested, squeezed, and mixed into the most delicious juices. Oh, you know the story of *Fabled Fruit* already? Now, Limes have been discovered, as well as many new locations and delectable juices to mix! Scheduled to ship in September 2017.

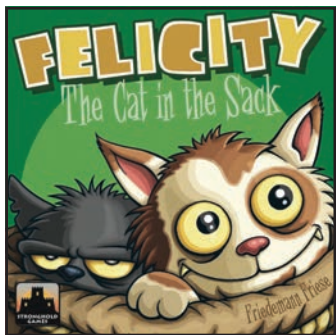
PSI SG-7080.....\$19.95



#### KANBAN: AUTOMOTIVE REVOLUTION - DRIVER'S EDITION

Kanban - the Japanese word for 'billboard' - is a term for the visual cues that might be used in a lean, efficient assembly line in order to expedite and streamline workflow. These signals get the workers what they need, where they need it, when they need it to create a just-in-time (JIT) production system. *Kanban: The Automotive Revolution* puts you in the driver's seat of an entire production facility, as players portray ambitious overseers seeking to impress Sandra, the factory manager, who reviews their performance and precision to keep the factory running like a well-oiled machine. This *Driver's Edition* of *Kanban: The Automotive Revolution* introduces revised and expanded rules, as well as adds 40 custom-shaped wooden cars and a double-sided game board. Scheduled to ship in September 2017.

PSI SG-2010A.....\$69.95



### FELICITY: THE CAT IN THE SACK

In this clever bluff and auction game you'll be doing your best to collect cats. But, you'll soon find that only the nicest cats will do. But, wait! Did you just find a dog in that sack?! Cats, Dogs, Mice, Rabbits?! Beware! Your opponents are trying to trick you into pulling the wrong things from the sack. Scheduled to ship in September 2017.  
PSI SG-6013 .....\$19.95



### NATIONS: THE DICE GAME - UNREST EXPANSION

Beware the Unrest! New benefits await the Nations that act quickly! Build the greatest Nation from your unique starting conditions! The first expansion for Nations: The Dice Game, Unrest introduces eight new Nations to play with four additional, new concepts. Scheduled to ship in September 2017.  
PSI SG-7070 .....\$24.95

### TASTY MINSTREL



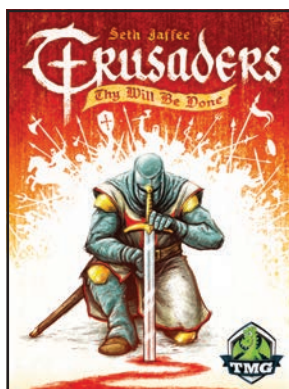
### BOHEMIAN VILLAGE

As a merchant, you want to have as many stores as possible. As an innkeeper, you can earn money only if there are enough visitors in the village. As a miller or factory owner, cooperation is key. And, to become rich as a mayor, you need the support of the entire village. Who will collect the most money in the Bohemian Village in this tactical dice-rolling game? Scheduled to ship in September 2017.  
TTT 2019 .....\$59.95



### CITRUS

Oranges or lemons - or both? Create a new plantation or extend an existing one? Collect landscape tiles and build onto a finca in order to cultivate the most points in Citrus. Scheduled to ship in September 2017.  
TTT 2018 .....\$59.95



### CRUSADERS

Thy Will Be Done! Move your knights, erect buildings, and go crusading to spread the influence of your Order in Crusaders! Scheduled to ship in September 2017.  
TTT 1022 .....\$59.95



### ORLEANS: TRADE & INTRIGUE

The invasion has been thwarted! Now it's time to rise to prosperity (again) with spirited trade. However, everyone has different interests, plotting intrigues to eliminate the competition in Trade & Intrigue, an expansion for Orleans. Compete to fulfill orders in towns, experience a variety of new events, and explore new rewards from beneficial deeds. And, if you're so inclined, hire nefarious characters to thwart your opponents' plans! Scheduled to ship in September 2017.  
TTT 4005 .....\$24.95

**ShutterBUG**  
BY MIKE ELLIOTT

**THE TITANS OF GAMING**

**Calliope Games**

*Creating memories one game at a time.*

[www.CalliopeGames.com](http://www.CalliopeGames.com)



### SAMARA

Travel back through history to erect the most prestigious buildings and become the best foreman in the burgeoning settlement of Samara.

TTT 2020.....\$34.95

## TOY VAULT

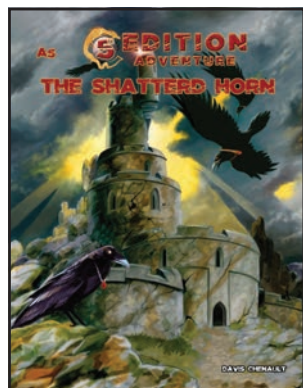
### THE PRINCESS BRIDE RPG

Fezzik, Inigo, Westley, and Buttercup are coming to your tabletop in *The Princess Bride Roleplaying Game*! *The Princess Bride Roleplaying Game* uses the *FUDGE* system, a great, light RPG engine that provides just the right feel of light-hearted, fantastic adventure that embodies *The Princess Bride* universe. Scheduled to ship in September 2017.

TOY 77007 .....PI



## TROLL LORD GAMES



### 5TH EDITION ADVENTURES: A5 - THE SHATTERED HORN

The Bold Know No Rest! Upon the edge of the Blighted Screed stands the Towers of the Mad. A priest, known only as the Crow, has bound himself in the fortress where he practices black necromancy to summon the dead from beyond the grave. A servant of powers both great and foul, the priest must be slain in order to free the Blacktooth Ridge of his evil might. *The Shattered Horn* is a *5th Edition Adventure* for a party of 3-6 characters.

IMP TLG19307 .....\$9.99



### 5TH EDITION ADVENTURES: A7 - BENEATH THE DESPAIRING STONE

In that time before the All-father warded the world of Airhde, many creatures were already roaming his dreaming creation. These were the Val-Eahrakun. Of that order were the Oonmaukling, elemental lords of staggering power. Unklar, the Horned God, bound one of these Oonmaukling to him and set it in a dungeon beneath the stones of despair; there it dwelt in a great temple, upon the edge of the dark lord's vision. However, that was long ago. Unklar, himself, now lays in the Void and the dungeon, like so many of his creations, lies in ruins. But, the ancient powers remain, waiting for the willing hand. Own it! It's yours for the taking! *Beneath the Despairing Stone* is a *5th Edition Adventure* designed for a party of 3-6 characters. Scheduled to ship in August 2017.

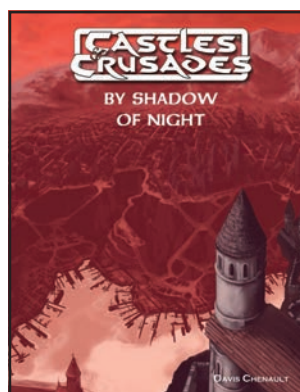
IMP TLG19309 .....\$9.99



### AMAZING ADVENTURES RPG: BOOK OF POWERS

The *Book of Powers* provides a brand-new, effects-based powers system which is fully compatible with all systems and subsystems. Build your powers from the ground up, whether it's for your arcanist, gadgeteer, or super-hero.

IMP TLG76121 .....\$14.99



### CASTLES AND CRUSADES RPG: BY SHADOW OF NIGHT

The City of Bergholt lies upon the southern shores of the Interzoe. Her crumbling walls and ancient cobbled streets are little more than a backwater, controlled by powerful merchants and thieves. In these darkened streets and twisted alleys people claw their way to the top through violence and guile. In Bergholt, fear lingers in every shadow. A city sourcebook for *Castles & Crusades*, *By Shadow of Night* features a complete, detailed description of Bergholt, a rich cast of NPCs with their own plots and plans, and over 20 encounter areas, including a small dungeon and a large fold-out map of the city. Scheduled to ship in August 2017.

IMP TLG80911 .....\$19.99



### CASTLES AND CRUSADES RPG: CODEX GERMANICA

New Classes! New Spells! More Monsters! The *Codex Germanica* unearths the mythological realms of the ancient Germans. From the murky forests of their beginnings rise the myths, the magic, gods, goddesses, monsters, heroes, and legends of the ancient Germans, all brought to life for your *Castles & Crusades* campaigns.

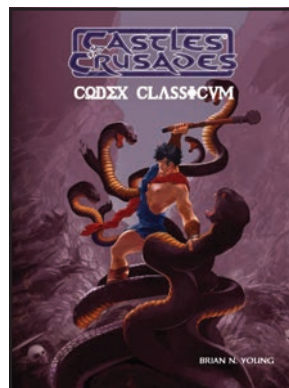
IMP TLG81321 .....\$19.99



### CASTLES AND CRUSADES RPG: CODEX SLAVORUM

New Classes! New Spells! More Monsters! The *Codex Slavorum* opens roads into the mythological realms of the ancient Slavs. Born in the shadow of Siberia their myths and magic, their gods, goddesses, monsters, heroes, and legends offer an untouched wealth of material for your *Castles & Crusades* campaigns.

IMP TLG81331 .....\$19.99



### CASTLES AND CRUSADES RPG: CODEX CLASSICUM

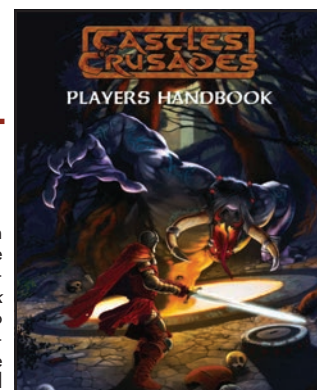
An Ancient World! The *Codex Classicum* explores a large array of mythical monsters and beings from both Greek, Etruscan, and Roman cultures, their beliefs, and their legendary lands, all brought to life for your *Castles & Crusades* campaigns.

IMP TLG81341 .....\$19.99

### CASTLES AND CRUSADES RPG: PLAYER'S HANDBOOK 7TH PRINTING

A pillar of the table top RPG industry, the 7th Printing of *Castles & Crusades* embodies the spirit of the old-school gamer with the easy-to-use modern mechanics. The *Player's Handbook* features all the essential information needed to play *Castles & Crusades*, including an attribute-based rules system that allows players to choose among 13 archetypal character classes and seven races to create their characters, as well as spells, equipment, and fast-paced combat rules. Scheduled to ship in August 2017.

IMP TLG80107 .....\$29.99



Twilight Creations Presents

# ZOMBIES!!!

## Ultimate Collector's Box

For the Zombies!!! enthusiast who wants it all... this is the completist's dream come true! The Zombies!!! Collectors Box will contain the Zombies!!! base game, all 16 expansions, and Zombies!!! Deadtime Stories. Plus you'll receive the new plastic hearts and bullets to help you fight and stay alive against Zombies!.. And to add to your Zombies!!! gaming experience, you'll also receive a copy of the Official Zombies!!! Board Game Soundtrack from Midnight Syndicate, featuring pulse pounding music and sounds from the zombie apocalypse designed to take your Zombies!!! game to the next level!



### Contains:

Zombies!!! Third Edition

Zombies!!! Deadtime Stores

Zombies!!! 2: Zombie Corps(e)

Zombies!!! 3: Mall Walkers

Zombies!!! 3.5: Not Dead Yet

Zombies!!! 4: The End

Zombies!!! 5: School's Out Forever

Zombies!!! 6: Six Feet Under

Zombies!!! 6.66: Fill in the \_\_\_\_\_ !!!

Zombies!!! 7: Send in the Clowns

Zombies!!! 8: Jailbreak

Zombies!!! 9: Ashes to Ashes

Zombies!!! X: Feeding the Addiction

Zombies!!! 11: Death Inc.

Zombies!!! 12: Zombie Zoo

Zombies!!! 13: DEFCON Z

Zombies!!! 14: Space Bites

Zombies!!! 15: Another One Bites the Dust

Bag O' Bullets

Bag O' Hearts

The Official Zombies!!! Board Game Soundtrack from Midnight Syndicate

Plus hundreds of Zombies!!! (humans, dogs, clowns, kids, office workers, and more)



2-6



Varies



12+

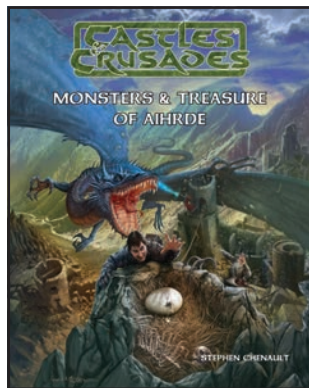
**TLC 2412**



Where Fun Comes To Life.

[twilightcreationsinc.com](http://twilightcreationsinc.com)





### CASTLES AND CRUSADES RPG: MONSTERS AND TREASURES OF AIHRDE

Revised and updated, *Monsters & Treasure of Aihrde* features a veritable host of legendary monsters for use with *Castles & Crusades*, each fully detailed with descriptions, habits, treasure, combat, special abilities, and culture.

IMP TLG80192 ..... \$29.99

### TUNDRA INVESTMENTS

#### SLEEVES: SLIDE IN PERFECT SIZE CLEAR

This Full sized, Clear Perfect Sized Sleeve, features a side edge opening, specifically designed for Double Slewing, eliminating possible air pockets inside the sleeve.

Scheduled to ship in June 2017.  
KMC PS1713 ..... PI

### TWILIGHT CREATIONS



#### ZOMBIES!!! ULTIMATE COLLECTOR'S BOX

For the *Zombies!!!* enthusiast who craves it all, this is the completist's dream come true! The *Zombies!!! Collector's Box* contains the *Zombies!!!* core game, all 16 expansions, and *Zombies!!! Deadtime Stories*. Plus, you'll receive new plastic hearts and bullets, as well as a copy of the *Official Zombies!!! Board Game Soundtrack* from Midnight Syndicate, featuring pulse-pounding orchestration, sound, and ambience captured straight from the zombie apocalypse designed to take your *Zombies!!!* experience to a terrifying 'nother level! Scheduled to ship in June 2017.

TLC 2412 ..... \$275.00



### ULTRA PRO INTERNATIONAL



#### #ALTERNATIVEFACTS

Welcome to the post-fact world of lucrative headline crafting! In *#AlternativeFacts, The Fake News Party Game*, you and your team of genius entrepreneurs must work together to make the most click-baiting headlines possible. Is this a cooperative game? Heck, no! You want to win the headline by contributing the best card to it, so crush those other fake competitors!

Scheduled to ship in July 2017.  
UPI 10076 ..... PI



#### ASCENSION: VALLEY OF THE ANCIENTS

Unlock the Power of the Ancients! Race to unlock and control mysterious temples left behind by an ancient civilization, built to harness the powers of creation. Beware of the surrounding jungle and its monstrous inhabitants, mutated for centuries by the temples' unchecked power! A standalone boxed expansion for *Ascension, Valley of the Ancients* comes complete with 183-cards, 50 deluxe Honor Tokens, a game board, and a rulebook. Scheduled to ship in September 2017.

UPI 10096 ..... PI

### SPOTLIGHT ON



#### ASCENSION: YEAR ONE COLLECTOR'S EDITION

This special edition includes the first two *Ascension* stand-alone games, *Ascension: The Deckbuilding Game* and *Ascension: Return of the Fallen*, as well as all four Theme Packs (*Rat King*, *Rat Queen*, *Leprechaun*, and *Samael Claus*) and every promo card printed in the first year, plus a premium foil game board, an honor token bag, and a portable storage box. Scheduled to ship in August 2017.

UPI 10072 ..... PI



#### NO GAME NO LIFE PLAY MATS

Scheduled to ship in June 2017.

SORA VS STEP

UPI 85370 ..... PI

THRONE ROOM

UPI 85369 ..... PI



#### POKÉMON: POKÉBALL 9-POCKET PRO-BINDER

Scheduled to ship in August 2017.

UPI 85316 ..... PI



## FEATURED ITEM



#### DUNGEONS & DRAGONS OWLBEAR GAMER POUCH

Scheduled to ship in June 2017.

UPI 86521 ..... PI

### OFFERED AGAIN

#### O/A IRON CURTAIN

An *Iron Curtain* Descends! Dominate battlegrounds and assert influence so that cards end up in your political reach in *Iron Curtain*.

UPI 10057 ..... PI



### UPPER DECK



#### DREAD DRAW

Summon Creatures! Activate Abilities! Unleash Them Upon Your Rivals! Your fate is in the cards in *Dread Draw*, a strategic card game of press-your-luck, competitive fortune telling! Scheduled to ship in August 2017.

UDC 86567 ..... PI



#### LEGENDARY DBG: X-MEN EXPANSION

Epic Masterminds! Heroic Bystanders! Horror Cards! Team-up with Psylocke, Banshee, Cannonball, Dazzler, Legion, and Beast with X-Men team affiliations as they battle against powerful Masterminds like Onslaught, Shadow King, and the Dark Phoenix! Featuring 400 all-new playable card, this standalone boxed expansion for the *Legendary Deck-Building Game* introduces 15 new Heroes, six new Villain groups, six new Masterminds, four new Henchman groups, and exciting new Schemes and Bystanders!

UDC 87211 ..... PI

Great new games for the summer!



# ASCENSION ALLIANCES



**FETCH**<sup>™</sup>  
This ain't no walk in the park!

## #AlternativeFacts The Fake News Party Game



# Zircles<sup>™</sup>

The Circle Strategy Game of Fun!

### Other Upcoming Releases:

- Ascension: Valley of the Ancients
- Iron Curtain
- Shadow Blocks
- Fightin' Words

### Now Available:

- Ascension: Gift of the Elements
- Road Hog
- Flag Dash
- 13 Minutes



### QUEST FOR THE ANTIDOTE

You've been poisoned by the mad King! Can you be the first to collect the ingredients you need and return to the Apothecary before you expire? In *Quest for the Antidote*, players race across the land to collect components for a cure to their malady while battling monsters (and their rivals) in their fight for life! Don't dally! With every roll of the dice you inch closer to your doom! Scheduled to ship in July 2017.

UDC 87296..... PI

### USAOPOLY

**SPOTLIGHT ON!**

VLAADA CHVÁTIL

## CODENAMES

**DISNEY FAMILY CODENAMES**  
Disney Edition Codenames features several classic Disney characters from a wide range of Disney movies. Scheduled to ship in September 2017. USO CE004000..... PI

**MARVEL CODENAMES**  
Marvel Edition Codenames features several classic Marvel characters, including Guardians of the Galaxy, Spiderman, and Dr. Strange. Scheduled to ship in September 2017. USO CE011000..... PI



### GUARDIANS OF THE GALAXY VOLUME 2: GEAR UP AND ROCK OUT AN AWESOME MIX CARD GAME

Do you have what it takes to keep the music playing? Play as your favorite intergalactic hero as you do whatever it takes to avoid ending up with the worst gear. Custom Event cards add a new twist to every round and all bets are off when Ego comes into play. Bluff, trade, and steal your way to victory in *The Guardians of the Galaxy Vol. 2: Gear Up and Rock Out!* Scheduled to ship in July 2017.

USO CG011466..... PI

### VALLEJO



### DIORAMA EFFECTS: MUD & PUDDLES (4) (35ML)

VAL 73189..... \$18.99

### VICTORY POINT GAMES

### TWILIGHT OF THE GODS: AGE OF REVELATION

HPS VPG029028..... \$45.00

### WARLORD GAMES

### BLACK POWDER



### ANGLO ZULU WAR BRITISH LINE INFANTRY REGIMENT

WL 302014601..... PI

### ANGLO ZULU WAR MARRIED ZULU IMPI

WL 302014604..... PI



### ANGLO ZULU WAR NATAL NATIVE CONTINGENT REGIMENT

WL 302014602..... PI

### ANGLO ZULU WAR UNMARRIED ZULU IMPI

WL 302014603..... PI



### CHI-HA JAPANESE TANK

WL 402016002..... PI

### GATES OF ANTARES



### ALGORYN COMMAND SQUAD

WL 502011002..... PI



### ALGORYN HEAVY MAG CANNON

WL 502411007..... PI



### ALGORYN LIBERATOR WITH PLASMA DESTROYER

WL 502411006..... PI



### ALGORYN STARTER ARMY

WL 509911002..... PI

### CONCORD PLASMA BOMBARD

WL 502413003..... PI

### KONFLIKT 47



### GERMAN ZEUS HEAVY MECHPANZER

WL 452410201..... PI

### SOVIET MAMMOTH WALKER

WL 452410803..... PI

### US BRUIN ASSAULT WALKER

WL 452410401..... PI

### US JACKAL WALKER

WL 452410406..... PI

### PIKE AND SHOTTE



### TO KILL A KING SUPPLEMENT BOOK

WL 201013001..... PI



### P&S COMMAND GROUP 4

WL 203010003..... PI



### SIR BEVILL GRENVILLE & ANTHONY PAYNE

WL 203013001..... PI



### TOWNSFOLK

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### VILLAGERS

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## WILDFIRE



### ATTACK OF THE KAIJU

It's an old-school, black-and-white, giant monster movie throwdown in *Attack of the Kaiju*! Take control of your very own massive monster to defeat other kaiju and level the city! Evade military forces, lure your opponents into the line of fire, and manage your Power to optimize the destruction! Topple buildings, defeat the military, and pick fights with rival monsters to earn your place as King of the Kaiju! Scheduled to ship in September 2017. PSI WDF11500 ..... \$29.99

## WINNING MOVES GAMES



### BRAINSPIN

Open Your Mind and Take Your Brain for a Spin! No answer is too crazy - as long as you can convince your opponents of what you see. Let your creativity explode in *Brainspin*! Scheduled to ship in July 2017. WIN 1198 ..... PI



### CLASSIC WATERWORKS

Be the first player to complete the pipeline, from valve to spout, in this classic rendition of the original leaky pipe card game. Scheduled to ship in July 2017. WIN 1196 ..... PI



### SCRABBLE TO GO

Pick up and go with America's all-time favorite word game, *Scrabble To Go*! Scheduled to ship in July 2017. WIN 1202 ..... PI

## WIZARDS OF THE COAST

### MAGIC THE GATHERING CCG: COMMANDER 2017 (4)

Commander returns with four new tribal-themed, 100-card decks, featuring 56 all-new Magic cards legal in Eternal formats (Vintage and Legacy). WOC C30400000 ..... \$139.60



## FEATURED ITEM

# MAGIC

The Gathering

### MAGIC THE GATHERING CCG: IXALAN

Brave the Unknown! The first expansion in the *Ixalan* block for *Magic: The Gathering*, *Ixalan* is introduced in pre-constructed, 60-card Planeswalker Decks that include a premium foil Planeswalker card, a pair of *Ixalan* booster packs, a strategy insert, and a learn-to-play guide, as well as Bundles that come with 10 *Ixalan* booster packs, 80 basic land cards, a player's guide to learn-to-play guide, a card storage box, two deck boxes, and a spindown life counter. Supplement your play with 15-card boosters packed in 36-count displays.

**BOOSTER DISPLAY (36)** WOC C22300000 ..... \$143.64  
**BUNDLE** WOC C22320000 ..... \$42.99  
**DECKBUILDER'S TOOLKIT (4)** WOC C22360000 ..... \$79.96  
**PLANESWALKER DECK DISPLAY (6)** WOC C22330000 ..... \$89.94

PHIL WALKER-HARDING

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*Bärenpark challenges you to build your own bear park in this quick and fun puzzle adventure! Build enclosures, animal houses, shops, and majestic bear statues for the most points and the best bear park of them all!*

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## WIZKIDS/NECA



## FEATURED ITEM

**MARVEL DICE MASTERS:  
THE MIGHTY THOR  
COUNTERTOP DISPLAY (8)**

*Marvel Dice Masters: The Mighty Thor* features new Asgardians, new villains, new weapons, and new ways to play! With more than 30 heroes and villains, this set is perfect for veteran players and beginners!

Offered in 8-count displays, each Draft Pack contains two Basic Action Cards, 12 Character or Action Cards, 24 dice (two to match each character or action card), and a rules insert. Scheduled to ship in November 2017.

WZK 72525 ..... \$79.92

**MARVEL DICE MASTERS: THE MIGHTY THOR GRAVITY FEED (90)**

*Marvel Dice Masters: The Mighty Thor* features new Asgardians, new villains, new weapons, and new ways to play! With more than 30 heroes and villains, this set is perfect for veteran players and beginners! In addition to Asgardian heroes and villains, you can count on versions of Spiderman, The Hulk, and Iron Man that have never been seen before in *Dice Masters*! Offered in 90-count Gravity Feeds, each Foil Pack contains two cards, two matching dice, and a rules insert. Scheduled to ship in November 2017.

WZK 72529 ..... \$89.10



## FEATURED ITEM

**STAR TREK HEROCLIX: AWAY TEAM  
THE ORIGINAL SERIES (TOS) BOOSTER BRICK**

Boldly go where no Starfleet Crew has gone before with *Star Trek HeroClix Away Team: The Original Series*, featuring 50 new figures to collect showcasing some of the most iconic characters and creatures from STOS universe, including Kirk, Spock, Uhura, Chekov, and Lt. Leslie, as well as Romulans, Klingons, Trelane, Khan, and other fearsome adversaries. Introduced in 5-figure booster bricks. Scheduled to ship in November 2017.

WZK 72911 ..... \$129.90

**STAR TREK HEROCLIX: AWAY TEAM TOS DICE & TOKEN PACK**

The *Star Trek HeroClix Away Team: The Original Series Dice & Token Pack* contains two (2) custom dice featuring the Starfleet icon and six (6) custom action tokens with images of the intrepid crew of the U.S.S. Enterprise. Scheduled to ship in November 2017.

WZK 72960 ..... \$9.99

**STAR TREK HEROCLIX: AWAY TEAM TOS PREMIUM MAP**

Crafted from flexible and durable neoprene, this tournament-legal Premium Map measures 36-inches x 24-inches, and offers a flat, no-fold surface with a non-slip backing to improve your gaming experience. Scheduled to ship in November 2017.

WZK 72959 ..... \$24.99

**STAR TREK HEROCLIX: AWAY TEAM TOS STARTER SET**

The *Star Trek HeroClix Away Team: The Original Series Starter Set* includes six of the most iconic crewmembers of the U.S.S. Enterprise - with all-new dials! Captain Kirk, Mr. Spock, Scotty, Bones, Uhura, and Sulu come together to explore strange new worlds, seek out new life and new civilizations, and boldly go where no man has gone before! Each starter set also includes a double-sided map, a rulebook, a Powers and Abilities Card (PAC), Object and Terrain tokens, Dice, and character cards. Scheduled to ship in November 2017.

WZK 72913 ..... \$24.99



## FEATURED ITEM

**DC HEROCLIX: HARLEY QUINN AND THE  
GOTHAM GIRLS BOOSTER BRICK (10)**

Showcasing icons of girl-power from the DC Universe like Wonder Woman and Harley Quinn, the DC Comics *HeroClix: Harley Quinn and the Gotham Girls Booster Brick* introduces all-new versions of Harley Quinn, DC Bombshell versions of beloved heroines, and extra-dangerous members of the Suicide Squad! Whether you're in the mean streets of Gotham, outer space, or Arkham Asylum, Harley and her crew will bring action and mayhem to the *HeroClix* tabletop arena like never before with more than 60 figures to collect and play. Scheduled to ship in October 2017.

WZK 72663 ..... \$129.90

**DC HEROCLIX: HARLEY QUINN AND THE  
GOTHAM GIRLS DICE & TOKEN PACK**

The DC Comics *HeroClix: Harley Quinn and the Gotham Girls Dice & Token Pack* contains two custom dice imprinted with an icon of the DC Comics Bombshells' "Bomb" and six custom action tokens featuring images of the DC Comics Bombshells. Scheduled to ship in October 2017.

WZK 72671 ..... \$9.99

**DC HEROCLIX: HARLEY QUINN AND THE  
GOTHAM GIRLS FAST FORCES**

Featuring six *HeroClix* figures with all-new dial designs focusing on the Elseworlds' Thrillkiller storyline, the DC Comics *HeroClix: Harley Quinn and the Gotham Girls Fast Forces Pack* showcases Harley Quinn, The Joker, Batgirl, Robin, Batman, and a GCPD Officer. Scheduled to ship in October 2017.

WZK 72669 ..... \$16.99

## Z-MAN GAMES

**NMBR 9**

In *NMBR 9*, players score points by creating their own displays of uniquely shaped number tiles. The higher a tile is in the display, the more points it's worth - and the most points wins! Put the pieces together and go for the big score in this puzzling, number-stacking game! Scheduled to ship in September 2017.

ZMG ZM009 ..... \$29.99

**SMILE**

Night is falling and time is growing short! Your tamed critters have somehow escaped their enclosure, and there's no telling what sorts of mischief they'll get into if you don't find them soon. Fortunately, critters will do anything for a big, juicy lightning bug! It's time to fill your jars with fireflies, head into the forest, and round up the best critters in *Smile*, a game of bold bidding and crafty crafting to claim the most cute creatures. Scheduled to ship in September 2017.

ZMG ZM002 ..... \$19.99



## ZVEZDA

**SD.KFZ.186 JAGDTIGER  
HEAVY TANK DESTROYER**

Scheduled to ship in May 2017.

ZVE 6206 ..... \$4.95

# THROUGH THE BREACH

Through the Breach is a tabletop roleplaying game set in the world of Malifaux. Players take on the role of various citizens, such as Gunfighters, Drudges, Dabblers, and Entertainers. Each of these characters is as unique as the players themselves. These are the Fated. As a Fated, you know your future, it has been told to you, as cryptic as the sparrow on a moonless night. It is your task to rush headlong into the arms of destiny, or to carve your own future.



**THROUGH THE BREACH  
SECOND EDITION**

**\$60**

WYR30107



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# URSA MAJOR PREDICTS MAJOR FUN IN

# BÄREN PARK

## BÄREN PARK

MFG 3530 ..... \$42.00 | Available June 2017!

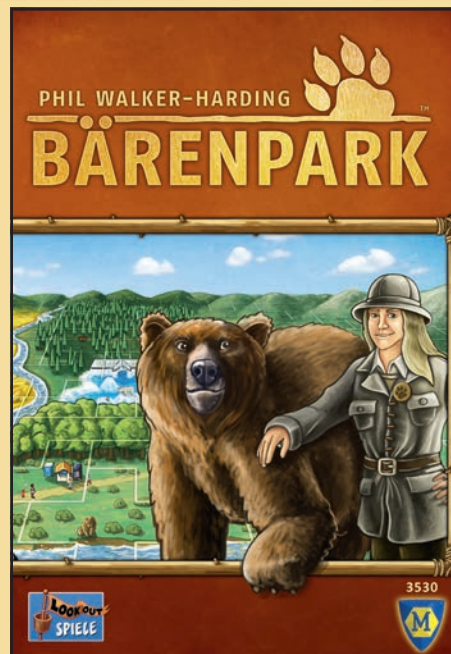
Since ancient times, bears have sparked our imagination. One need look no further than the sky for proof of man's enduring fascination with these mighty mammals. Of the 48 constellations described by the Greek astronomer Ptolemy, Ursa Major: The Great Bear is among the most recognizable. At once cute and ferocious (depending on their mood), bears are a must-see anytime you can view them (from a safe distance, of course). Now, Mayfair Games and Phil Walker-Harding (*Imhotep*, *Sushi Go!*) are going to help you bring these creatures to your tabletop with our latest release: *Bärenpark*!

In *Bärenpark*, players try to assemble the finest zoo in all the land. But, these nature parks have a particular specialization: they're all devoted to the majestic bear. *Bärenpark* challenges players in multiple ways. First, they must take advantage of special spaces on the board to draw valuable tiles before those tiles are claimed by their opponents. Second, the players must contend with the puzzle aspect of their boards, making sure they draw tiles that fit on their boards and trigger the tile draw the player needs at that point in the game. Finally, as boards are completed, a skilled player can delay or speed up the end of the game if they play their tiles right.

Players will assemble their zoos from "Green Spaces" (toilets, rivers, playgrounds, and eateries), animal houses, bear enclosures, and bear statues. The Animal Houses and Enclosures are devoted to four different species: Gobi Desert Bears, Polar Bears, Pandas, and Koalas. And, yes, after extensive investigation our cunning animal specialists have determined that Koalas are *not* bears, but marsupials, still, you try telling a teary-eyed Koala they have to go home when you make your bear game and we'll see how you do. Plus, they're so darn cute!



Each turn, you'll play exactly one tile. When you do, there are several special spaces on the board to watch out for. If you cover one of these special spaces with a tile, you immediately draw a new tile of a specific type. The Green Wheelbarrow lets you draw a Green Spaces tile of your choice, the Cement Truck permits you to take one of the top Animal House tiles, the Excavator allows you to take one of the top Enclosure tiles, and with the Construction Crew you can erect another plot onto your park.



Claiming a tile not only gives you more options, but Animal Houses and Enclosures are worth more points when they're claimed early. Animal Houses are worth a maximum of seven (7) points while Enclosures are worth as much as eight (8). Each subsequent tile drawn is worth less points, to a minimum of one (1) point for an Animal House and six (6) points for an Enclosure.

Since there's no "hand limit" to the number of tiles you can have, you should always try to claim them as quickly as possible. If you ever find yourself without a tile to play, you must skip your entire turn to draw a Green Spaces tile, the least valuable in the game. In other words, always try to snag tiles whenever you can!

There's one other special space on each board we haven't covered yet — a square with 'warning tape' around it. This space may only be used when you've filled every other space on a board. When you do, you immediately draw a Bear Statue as a free action and place it in the empty square. Like Animal Houses and Enclosures, these statues are worth more the sooner you draw one — as many as 16 points!

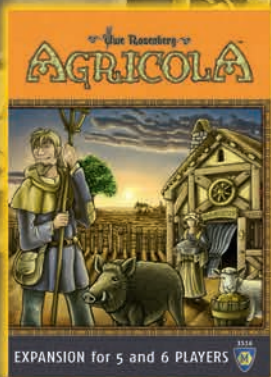
Players keep adding additional lots to their park, up to a maximum of four. Once a player has filled four, the game ends and the highest scoring park is the winner! For players who want a greater challenge, the game also offers Achievements. These are special game conditions that award bonus points when gained by the player. For example, three Enclosures of specific values will grant a player bonus points and might encourage a player to take a lower-scoring Enclosure to snag the achievement.

**About Bärenpark:** *Bärenpark* was designed by Phil Walker-Harding with art by Klemens Franz for 2-4 players, ages 8 and up. Games take between 30 and 45 minutes to play.



# Uwe Rosenberg AGRICOLA

*Farm, sow, plow, harvest, and expand!  
Will you and your family prosper?*



1-4



~90



12+



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# CORVUS BELLI INFINITY

## THE TRIPLE THREAT OF THE TOHAA TRIDENT

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

The Tohaa are an advanced alien civilization currently waging an open war against the EI and its Combined Army. Guardians of one of the great treasures of the universe, the Tohaa have withstood the EI's onslaught longer than any other race in this galaxy. The Tohaa are masters of biotechnology, which enables them to build terrible viral weapons and impervious symbiont armors, but also to alter other species, granting them more intelligence so they can fight by their masters' side. Tohaa troops are highly professional, seasoned in a thousand battles against the EI, and have a long history of fighting on their own, without support and hopelessly outnumbered.

On the game table, the Tohaa are a very mobile and versatile army with a wide selection of different units and alien auxiliaries to choose from. This mobility is provided by their Fireteam: Triads ability, which allows this race to create small three-man teams composed of troopers from different units, taking advantage of their unique skills and weapons.

As specialists in bioengineering and symbiont technology, much of the Tohaa arsenal and equipment is provided by their mastery in this discipline. Viral weapons, alien support creatures, and a greater amount of multi-wound troopers than any other army thanks to their Symbiont Armor are how their troop profiles reflect this characteristic.

The Tohaa army is great for players who love Fireteams, as there is no limit on how many Triads you can take. Also, their Fireteam: Triads can be composed of any trooper with the Fireteam: Triads Special Skill, which allows the Tohaa to mix units in a team. Although the Tohaa are a very Order efficient army, their Triads are easy to take apart, as their limited number makes them frailer. However, this is balanced thanks to the higher durability of their Symbiont-Armored troopers.

And it is at this point that the Triad composition becomes a relevant concern. Tohaa have a wider variety of troopers nowadays. The most typical composition relies on a point man with a support weapon acting as a gunner, a specialist

to accomplish objectives, and a "filler" to provide a cheap Order, but one which can be replaced by another specialist. However it is not necessary to always follow this formula, as there are too many options in the Tohaa Trident army list, many of which are versatile units able to cover different tactical roles.

Tohaa Triads are great in both Active and Reactive Turns, but considering their relative fragility it is always advisable to deploy them in a way that they can cover each other. And the player must not forget the amazing solo units this army also provides that can fill any gap your Triads might have, while providing some unique game tactics as well. There is much to discover about the Tohaa, so don't miss them!



INFINITY: TOHAA 300 PTS PACK

CVB 280012-0618 ..... \$101.64 | Available Now!



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ARMY LIST  
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TOHAA PACK



"IN OPEN WAR AGAINST THE EI  
AND ITS COMBINED ARMY, THE  
TOHAA HAVE WITHSTOOD THE EI'S  
ONSLAUGHT LONGER THAN ANY  
OTHER RACE IN THIS GALAXY.

THIS IMPLACABLE RACE, SEASONED  
IN A THOUSAND BATTLES, ARRIVES  
IN A 300 POINTS BOX READY TO  
FACE ANYONE"



CORVUS BELLI  
INFINITY

INFINITYTHEGAME.COM

# DRAGONFIRE

## DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

PSI CAT16000 ..... \$59.99 | Available August 2017!

*Dragonfire* takes place across a number of Scenes, as determined by the selected Adventure. Game play follows the basic outline described below, although some Adventures can modify these rather heavily for new and enjoyable experiences.

The party — the players involved in the current game — start by selecting their characters and setting up their decks based upon those characters, as well as the encounter decks for the selected Adventure. Players will also need to determine who will be the party leader — the player in charge of the *Dragonfire* deck.

After setup, each player will face an encounter; a given monster or, in some instances, a non-player character (such cards are part of the Adventurers Encounter Deck). Each player takes a complete turn in order, moving to the left from the party leader. Once the last player has taken their turn, the round ends.

On your turn, you follow these steps in order:

- You can choose to move into or out of a Location Encounter and then resolve any “at the start of your turn” effects.
- You then play as many or as few cards as you wish. (During this step others may play cards with ‘Assist’ effects to help you).
- Once all cards have been played, the effects from card texts are applied.
- After all card text effects are applied, you then deal damage (from those cards played that also include damage) to encounters.
- Now it’s the monsters’ (or NPCs’) turn and the encounter(s) facing you attack and deal damage. If you’re in a Location, and it deals damage, you’ll take that as well. If your Hit Points drop to 0, you become Stunned and take an Exhausted token; your turn is immediately over.



- During the Replenish phase, if you have three or fewer cards in your hand, you automatically draw two cards.
- If you have enough gold — including any gold paid out for encounters you defeated earlier in your turn — you may purchase any number of cards from the Market. Unlike most deckbuilder games, these more powerful cards go immediately into your hand!

Your turn ends after you have completed all of these steps.



The *Dragonfire* deck represents the low, steady beat of orc drums in dark cavern depths; the clatter of hoofs on cobblestone in pursuit; the spidery claws grasping at your cloak in the tangled wood. It is the driving pressure that keeps the game exciting, growing ever more dangerous the longer you take. At any moment, the orcs might appear; the horse might thunder into view; the claws might snap the cloak tight against your throat.

In other words, adventuring is dangerous work. You’ve got to get in, dispatch the evil, and get out fast. If you let the *Dragonfire* level creep up, you’ll find yourselves flooded with monsters.

The *Dragonfire* level is equal to the number of cards in the *Dragonfire* discard. Many effects in the game, including those on *Dragonfire* cards, depend on whether the *Dragonfire* level is at or above a particular threshold. As it shows on the displayed *Dragonfire* card, if there are four cards in the *Dragonfire* discard, and the *Surging Evil Dragonfire* event is active, then all black encounter cards facing players would heal all levels (if they’d taken any damage).



Before the start of the next round, the party player discards the Dragonfire card on top of that deck, increasing the Dragonfire level by 1. Then a new Dragonfire card is revealed: the flavor text is read aloud, then any effects from the card's text is applied (based on the encounters and characters in play, as well as the Dragonfire level). Then the Dragon player starts the next round by taking their turn.

If all encounters have been defeated at the end of any player's turn, that round immediately ends — that Scene has been completed. The revealed Dragonfire card is buried on the bottom of that deck; it doesn't increase the Dragonfire level.

After a Scene ends, there is a Short Rest, during which you and all the players can heal Hit Points, purchase cards, and/or remove Exhausted tokens. Once the Short Rest is done, a new Scene begins with newly revealed encounters. However, unlike the first Scene where encounters were all revealed from a Primary Deck (an easier deck), starting with the second Scene, you reveal a number of encounters from the Secondary Deck (a harder deck) equal to the Dragonfire level. You then fill any remaining encounters that need to be revealed from the Primary Deck. This means that the longer it takes you to defeat the game, the higher the Dragonfire level and the more harder encounters come into play. If players complete all the Scenes in the Adventure, they complete that Adventure and win the game!

That's not all, of course. One-off games are fantastic, and the game works great in that style. However, as with tabletop roleplaying games, *Dragonfire* embraces campaign play, where characters increase in abilities across multiple games. As characters advance through a variety of Adventures, they become more experienced in not only how to survive, but to complete even the most difficult situations. This is represented through Experience Points (XP). Experience points unlock a variety of equipment, abilities, and expertise, represented by Feature stickers, which are purchased and applied directly to the Character card for ongoing effects. Finally, as players complete Adventures, they gain access to fantastical and wondrous treasures that unlock even greater powers during a game, which come in the form of Magic Item cards.

That's just a very quick walk through of a game turn and round. There's so much more to experience in each game of *Dragonfire*. If you're interested in more details, check out [www.dragonfirethegame.com](http://www.dragonfirethegame.com), where a weekly blog will take you into behind-the-scenes details surrounding this coming deckbuilder.

...

Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties, while managing the rollout of Catalyst Game Labs' new line of table top games, including core development on *Dragonfire*.

# MODERN ART

By Reiner Knizia

## MODERN ART

COL MAR001 ..... \$19.99 | Available July 2017!

In the high stakes world of Modern Art auctions, things can change at a moment's notice. One second you might be the toast of the artistic community, and the next, you'll be scrapping pennies together to pay for a simple Gerhard Richter. Luckily, beauty is in the eye of the bidder. All you need to do is convince your fellow auctioneers how beautiful the pieces in your collection are, and you'll be sipping Champaign and eating caviar at a gallery opening in no time.

In *Modern Art*, players take on the role of museum owners looking to acquire priceless pieces for their galleries, and sell off the works that have become passé. It is an update of the classic auction game by Dr. Reiner Knizia first published in 1996. Most of the core elements have remained the same, but this version of *Modern Art* features new pieces by five of the most talented and innovative artists in the world today. At the end of the game, you'll be tempted to hang the components on your wall.

one bid in clockwise order from the auctioneer. After all the players make their offers, the auctioneer gets the final bid, or he can pass. In the 'Hidden Auction', players (including the auctioneer) secretly place money in their hands and reveal at the same time. The highest bid wins the painting. A 'Fixed Price Auction' gives the auctioneer a chance to assess the value of a painting, set the price they want to receive, and then, going clockwise around the table, players have a chance to pay that rate. The first one to pay the set price takes the painting. If all the players pass, the auctioneer is obligated to buy it at the set rate.

At the end of each auction round, the value of each artist's work is calculated. The more paintings they sold, the more value each one is worth. From round to round the value of an artist's work is cumulative, meaning that single pieces may garner an incredible return by the fourth round. Making shrewd decisions, when to bid and when to pass, can really create a name for you in the art world.

This new version of *Modern Art* by CMON has kept the gameplay consistent with the original, but has added incredible artwork by five



Over the course of four rounds, players take turns being the Auctioneer. They choose a Painting card from their hand and open up the bidding. The Painting card has a symbol on it that determines what type of the five different auctions is held. Each round lasts until five paintings from one of the artists have been auctioned off. Then you assess how savvy you were with your sales and purchases, and earn money based on your eye for beauty.

There are five types of auctions, and each one leads to a different bidding method. The 'Open Auction' is a free-for-all. Any player (including the auctioneer) can shout out their bids in an effort to secure the painting. An Open Auction ends when no one wants to beat the last bid made. The 'One Offer Auction' allows players to make

of the best modern artists in the world today. Players will be able to bid for pieces by visionaries like Manuel Carvalho, Sigrid Thaler, and Ramon Martins. Included in the rulebook is an artbook with biographies of the different artists and samples of their work. This game is not only a tense, fun, auction experience, it's a crash-course on what's going on in the modern art world today.

They say "A picture is worth a thousand words," but how many thousands of dollars it's worth is up to the market. *Modern Art* is a beautiful update to a classic game by one of the master designers from the past 25 years. Fans of the original will love its new look, and those playing for the first time will quickly realize that beauty and value are subjective.

*Modern Art* will be available at your FLGS in Q3 of 2017.



Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

PULL BACK  
THE CURTAIN



## THE PATH TO CARCOSA EXPANSION

A new play is coming to Arkham, all the way from Paris. But with it come rumors of a darker history. Disappearances. Suicides. Delusions. Insanity. Wherever *The King in Yellow* is performed, madness follows close behind...

Arkham Horror The Card Game: Path to Carcosa Deluxe Expansion  
AHC11 | \$29.95

# SLIDE BLAST

## SLIDE BLAST

FOX MDSLIDEBIL.....\$24.95 | Available June 2017!

It was only September, but already I was being hit by a slight case of summertime blues. Thankfully, while going over the *Board Game Geek Essen Spiel* preview list, looking to find a new family title for FoxMind, I spotted a title that brought me back to those sweet, sunny summer days of July. I had to have a copy!

Straight from the creative minds of Mandoo Games, a South Korean publisher (*Banana Bandits*, *Rising 5*), *Slide Blast*'s simple and elegant gameplay was an instant hit with the FoxMind team when I put it out on the play-test table. Personally, as a fan of tile-laying games, I felt that building a waterpark was the perfect family theme for this type of game; it really gave players a sense of achieving the longest slides each time they placed a tile on the table. But, even better, it made the closing of our local waterpark less bitter, as I knew I would have this game to play during our long, cold Canadian winter!

*Slide Blast* offers players a simple pick-and-play experience. On your turn, choose between two tiles and try to slide your way to victory (the sliding meeples are worth the game by themselves!). Some players might say Lady Luck plays a big part in this game, but as you play along, you'll realize that placing a curve at the right spot may lead you to unused tunnels to boost your points.

If *Slide Blast* was only about building your own continuous slide path, players would have probably left the waterpark quickly. Thankfully, the game offers a collaborative way for players to slide together in a fun and friendly manner; helping your fellow waterpark slider go further can earn you bonus tokens, which are added to your score at the end of the game. Thus, the more sunscreen and ice cream (aka: bonus tokens) you collect, the greater your chance of winning the game increases!

And, let's not forget about the special tiles: 'High Speed' & 'Attraction'. While staying in tune with the game's theme, laying down those special tiles can quickly change the outcome of a match and add a lot of extra fun. Who wouldn't want to, all of a sudden, slide down at full speed, dive into a tunnel, or spin in a giant whirlpool?



On my first-ever play, as soon as the first full turn ended, I immediately noticed how the pace of the game quickly accelerated. It didn't take long for the game to end and for all the players around the table to express how they would've liked the stack of tiles to have lasted longer. In other words, we definitely wanted to play another game, straightaway. So we did!

Another clear indication that we had a winner on our hands was that players spontaneously let out enthusiastic "Wheeeees!" as they made their meeple slide. When I head to the waterpark this summer, I bet it will be no different!

*Slide Blast* delivers true enjoyment for the family. The easy gameplay and fun theme will bring young and experienced gamers together. For a fresh take on tile-laying games, check out *Slide Blast* at your local game stores today. Now, there's no excuse not to hit the waterpark, even on rainy days!

...

JC Dorais is the Social Media Manager at FoxMind Games in Montreal. An avid gamer, he has also worked for Asmodee USA and has been passionate about the board game industry since he was a child. His second home is on Instagram, where you can get a glimpse of exclusive FoxMind content at @foxmindgames.



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# MUNCHKIN Rick And Morty



## MUNCHKIN: RICK AND MORTY

PSI MU085-434..... \$24.99 | Available August 2017!

Wubba lubba dub dub, *Rick And Morty* fans! If you're already familiar with the show, you're probably eagerly awaiting the release of Season 3, while attempting to convert your cable box to receive interdimensional TV. If you're not a fan (yet!), now is a great time to get caught up on the first two seasons. And, if you're like me, you'll watch the episodes again, and again, and again...

I've likely watched the episodes a few more times than even the *squanchiest* of fans. That's because I'm part of the team responsible for developing USAopoly's *Munchkin: Rick And Morty*, based on Steve Jackson's *Munchkin*. As a developer, it can be difficult to get licensed games just right because you're the middle man, confined by restraints from both the licensor and/or the game brand. I got lucky working on this game because both teams (Steve Jackson Games and Adult Swim) were flexible and open to making the game what it should be and not forcing it to fit a certain mold.

The recommended age for playing is 17+, because of the mature content of the show – the game wouldn't be *Rick And Morty* without it. There were some elements that crossed the line (I even shocked the creators with one of the cards, which honestly made me a little proud), so we had to rein in on those, but we found solutions and kept plenty of shock value and adult humor in the content. Some of my favorite cards probably aren't safe to mention in this article, but let's just say they involve diseases from the "Anatomy Park" episode.

In addition to keeping the right tone, we wanted to add a little something special to the game mechanics. Both licensors were on board with new and unique game-play specific to this version of *Munchkin*. Taking our inspiration from the episode "Total Rickall," we introduced a new mechanic for a card type called "Parasites," if you can't stop Parasites from multiplying, they'll get completely out of control, quickly.

Like other *Munchkin* games developed by USAopoly, *Munchkin: Rick And Morty* uses our signature card layout and style. We use icons to identify Item cards and try to keep the bonus values clear, because it makes the math ("you might of heard of it!") a little easier. Mostly, this game is about giving *Rick And Morty* fans the *Munchkin* game they deserve. I hope they're reminded of classic one-liners through the quotes on the cards. And, I hope fans feel that the game captures the essence of the show by fusing clever world-building with some good ol' fashioned fart jokes (and, literally, a Level 12 Fart!)

We had fun building in connections and relationships between cards that mimic those on the show. *Jerry's Mytholog* can join *Beth's Mytholog*, and they get more powerful. Because, you know, codependency. *Snuffles* is an Ally in the game, but



**RICK SANCHEZ**

You have an extra +2 against Parasites. Also, you may have two Classes without using a Super Munchkin card.

**#R.SANCHEZLEVEL**

|   |   |   |   |    |
|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5  |
| 6 | 7 | 8 | 9 | 10 |



must be discarded when the monster **Snowball** enters play. Another Ally, **Unity**, is really powerful and allows you to have any number of Allies on your side. Some of the cards are more subtle: the spoon that Morty hands to Rick to defend himself in "Look Who's Purging Now" became a +1 Bonus Hand Item card with No Value. ("Really Morty, a spoon?")

This isn't the first *Munchkin* game I've worked on, but it may have been the most fun. The design team spent a lot of time trying to capture the in-depth, clever, weird, and funny universe that Dan Harmon and Justin Roiland have created. We also got to visit to the show's animation studio to watch some of Season 3 and sit down with Justin to discuss the game's content and direction. Not only was the meeting productive for collaborating on the game, but watching Justin have a dialog with himself as Rick AND as Morty was a hilarious experience.

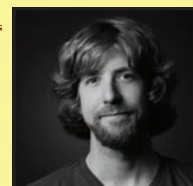
I obviously can't say too much about Season 3, but, *oh man*, are fans in for a treat! We're going to include SOME content in the game from the first few episodes of Season 3, which stays right on pace with the incredibly well thought out, mind-bending, gonzo sci-fi speed of the first two seasons. There's some genius stuff and we're really excited to include a bit of it in the game.

What about Seasons 1 and 2, you say? Have no fear, they're well represented. Some of my favorite episodes from the first two seasons are "Meeseeks and Destroy," "Raising Gazorpazorp," "Close Rick-counters of the Rick Kind," "A Rickle in Time," "The Ricks Must Be Crazy," and "Look Who's Purging Now." Expect lots of references from those stories. You have different favorites? Don't worry, there's plenty of content from every episode in the game. Promise!

...



Casey Sershon is a Southern California Game Designer who spends his time making games, surfing, and enjoying the San Diego lifestyle.





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# FATE *of the* ELDER GODS

## FATE OF THE ELDER GODS

GTG FOEG-CORE..... \$79.95 | Available August 2017!

*Fate of the Elder Gods* is a wicked game of spell-crafting, area control, and one-upmanship for one to four players set in the weird world of H.P. Lovecraft's Cthulhu Mythos. In the game, players take on the ever-maddening role of cults trying to summon ancient evil and herald the fall of mankind! Each cult is in competition to summon their god first, but they all must also repel intrepid investigators working to seal off the gate to the beyond with Elder Signs. Players gather arcane artifacts, cast powerful spells, embrace the Dark Gift of their Elder God, and be first to hasten doom... all before it's too late!

*Fate of the Elder Gods* was a collaborative venture between veteran game designers Darrell Louder, Richard Launius, and Chris Kirkman because of their mutual love of the works of H.P. Lovecraft. The origins of the game began after Darrell played *Kingsport Festival*, a game set in the Cthulhu Mythos where players take on the role of cultists. Darrell was fascinated with the role reversal, but was unsatisfied with the experience. He began thinking of a lighter *Arkham Horror*-style game where the good guys were the bad guys.

## FATE OF THE ELDER GODS: BEASTS FROM BEYOND EXPANSION

GTG FOEG-BFBY..... \$39.95 | Available August 2017!

Darrell's idea remained unrealized until the 5th Annual Unpublished Games Festival (Unpub) in Baltimore in February of 2015. Richard — the designer of *Arkham Horror* and *Elder Sign* — was the VIP guest at Unpub, so late one night in the coordinator's suite, Darrell shared his idea with Richard and Chris. As Darrell put it, "Whose brain better to pick than the Father of Lovecraftian gaming?"



Richard picked up on the notion quickly and added additional ideas during the meeting. After a couple of hours, a fully-formed game emerged, with basic concepts that still exist in *Fate of the Elder Gods* today. Darrell excitedly asked if Richard would like to



co-design the game with him, and Richard was on board. Richard had been promising to provide a game that Chris could publish for Greater Than Games/Dice Hate Me Games for years, and this seemed like a perfect fit. Chris agreed to option the game and jump on board for development after the duo had time to further craft the game and do some playtesting. The gears were in motion for an epic project.

Over the next year, Darrell and Richard exchanged thoughts, tested concepts, and built out the game. After a design concept of matching spells cast among a grid of stars became too unwieldy, the idea of the Astral Columns on the Fate Clock board — or, the Altar, as it is now known — evolved. When a spell was cast at one of the six locations on the Fate Clock, that spell was placed in a column at that location. The symbols on the back of the spells could then be used by other cults to cast spells at that location later in the game.

The Fate Clock, too, evolved. Originally, players used dice to maneuver around the board to the six locations, but after some playtesting, that method proved too unpredictable and not terribly elegant. Since the Astral Column system was already in place, players could now use spell cards from their hands to travel to the location matching the card's Astral Symbol.

Another design element that changed over time was the process of using and gaining cultists. Darrell's initial idea was for cultists to visit locations to draft more cultists — a bit of a worker-placement and draft mechanic. This concept was consolidated into one particular location, The Gathering, and the abilities of the other five locations were tweaked, accordingly.

The game was now in a place for rich development. This is when Chris came on board, focusing on improving the overall gameplay, and making sure that what was happening in the game, especially with the Elder Gods, was thematically appropriate.

"Kirkman spent two weeks at my house in March of 2016 playing it non-stop," Darrell recalls. "He became the crucial Allen Wrench, tightening aspects of the game Richard and I hadn't thought of. Kirkman was all about getting the beasties into it. His touch can really be seen in the expansion — but through the flow and structure of the base game, too."

After a group development session at Richard's house in April to round out the Mythos flavor for the Elder Gods and monsters, the game was ready for full production. An early decision by the team was to separate the monsters from the base game and create an expansion with eight monsters, new spells to summon and deal with those monsters, and four Elder Gods. The decision to make the separation was two-fold. First, it would help to keep the cost of the base game down in retail, and second, it would reduce the complexity of the base game so that it was easier to learn for newer players. The expansion would ultimately serve as an upgrade pack for advanced players; plus, they'll get some incredible miniatures!



An essential part of the production process for *Fate of the Elder Gods* was the art. Darrell and Chris are both seasoned graphic designers, so they handily crafted and directed the Lovecraftian look for the game. The gods, monsters, artifacts, and locations were essential. Veteran artist Jorge Ramos was signed early to craft the Elder Gods and the artifacts, and create the Cultist, Investigator, and monster sketches that sculptor Chad Hoverter (of *Mice & Mystics* fame) would use to sculpt the miniatures. The team at Greater Than Games was incredibly happy with the work that artist Nolan Nasser did for the Dice Hate Me Games title *New Bedford*, so they brought him on to render the Locations for the Altar board.

The art and miniatures sculpts were superb, and everything seemed to be going smoothly... until Autumn. After fulfilling over half of his contracted art, Jorge Ramos announced that he was unable to continue with the project. For such an art-heavy game, this wasn't a minor setback. Luckily, the team was able to draft veteran artist Lucas Durham to fill in for some of the Elder God portraits, and Nolan Nasser stepped up for just about everything else. Although it set the production back by a couple of months, the team was incredibly happy with Lucas and Nolan's work.

Finally, the epic game that began as a tiny idea has become a reality. As this article is typed, the last of the games are rolling off the assembly line, and the excitement grows exponentially among the design team as the day grows closer when thousands of gamers get to enjoy the fruits of their labor.

"*Fate* really is the fabled lightning in a bottle when it came to game designing," Darrell said. "Furthermore, it's a game that we have labored over for years, and still will play it at the drop of a hat. It really is as much fun to play as it was to design."

*Fate of the Elder Gods* and the *Beasts from Beyond* expansion make their debut at GenCon this summer, with a release in online and retail stores a few weeks after. So, break out your robes, saddle up your shoggoth, and get ready to root for the bad guys!



# TRICKS OF THE GAME TRADE

by Jon Leitheusser



## FORWARD TO ADVENTURE!



We have another batch of great roleplaying game sourcebooks and supplements this month, but first let's follow up on something mentioned in last month's *Tricks of the Game Trade*. In that column, while discussing the new *Starfinder* series from Paizo, I alluded to the *Starfinder Adventure Path: Incident at Absalom* and that led to thoughts about adventures for new campaigns, which is what we'll be discussing this month.

### LOVE/HATE

When a new game system or setting is released, the rulebook often includes an introductory adventure. Everyone from the writers, game designers, publishers, and players have a bit of a love/hate relationship with these adventures. Why all the *hate*?

Adventures take up a number of pages in a book, but are typically used only once, if at all. So, you may have a 16-page adventure that makes up 5 to 10% of your rulebook, but after you run it, those pages are useless and just take up space. If those pages weren't there, the game designers could have either saved on writing and printing those pages, thereby allowing them to charge less for the book—or they could have filled those pages with additional, useful rules, information, references, and tidbits. Things you would likely get a lot more mileage out of than a single adventure.

Okay, so if all that's true, why do companies still include adventures in their core rulebooks? Where does the *love* enter into the picture?

There are a few answers to that question; the first being that sample adventures show new gamemasters the ropes. The game's creators can include advice on getting the player characters involved, offer information to make running the first combat or skill tests easier or more dynamic, and offer both GM and players the chance to run through one part of the game system before moving onto the next, prior to an encounter or challenge to be faced and ultimately solved (or not).

Secondly, the writers can use the adventure to provide examples of creating traps and hazards, as well as give them space to include a few more adversaries. Sure, there's likely some sort of 'bestiary' in the book already, but throwing in a few more bad guys (perhaps to illustrate some other feature of the game system), is always a good thing. Plus, these additional resources are still useful after the initial adventure has been used.

Thirdly, game designers know that most adventures aren't used as *written*. Instead, GMs often *borrow* ideas or encounters from them to use in adventures they create for their groups. Again, that's expected, and having sample adventures and encounters is an invaluable resource for GMs of a new game.

Lastly, introductory adventures give GMs and players a sense of what the designers and writers of the game believe is pivotal to run the game "correctly". This may not seem like a big thing, but really, it's the most important thing about adventures in core books (or for the first adventure released after the core book is available). In a game like *Shadowrun*, for example, the adventure writer would want to include more than just combat, for example, to encourage the players to go into the Matrix, use drones to reconnoiter or track someone, and present an opportunity to the combat monsters to cut loose, all in service of a mysterious Mr. Johnson who's hired them to give a corporation a black eye.

A simple formula like that can not only be used and recombined in a number of different ways to create new adventures, but also to lay out the framework in the first adventure the GMs and players. It sets expectations, shows everyone what an adventure in this setting looks and feels like, and, hopefully, it's fun!

When you pick up a new game system, check to see if the book includes a sample adventure—or if one of its first supplements is an adventure—then read through it with an eye towards the story, setting, and ambience. What they think is important is more-than-likely included in that adventure. Emulating the foundation they've laid out is likely the key to success in coming up with your own adventures.

### SOMETIMES IT'S GOOD TO BE BAD

Changing gears, let's focus on the new *Pathfinder* sourcebooks available this month from Paizo. The first is the *Antihero's Handbook*,

which examines characters who aren't the beacons of light and hope, concentrating on some of the shadier aspects. Not necessarily *evil*, but certainly not heroic, characters like this are popular in novels, such as Glenn Cook's *The Black Company* and Joe Abercrombie's *The First Law* trilogy for good reason; imperfect characters make for good drama and storytelling.

So, if you're a fan of darker characters and stories, this book provides some excellent guidance and options for creating an antihero all your own. It includes new archetypes, feats, new alchemical items and discoveries, and magic items. It's always nice when the game rules reinforce your character's role along with their backstory.



## EVIL, HORROR, AND TORMENT

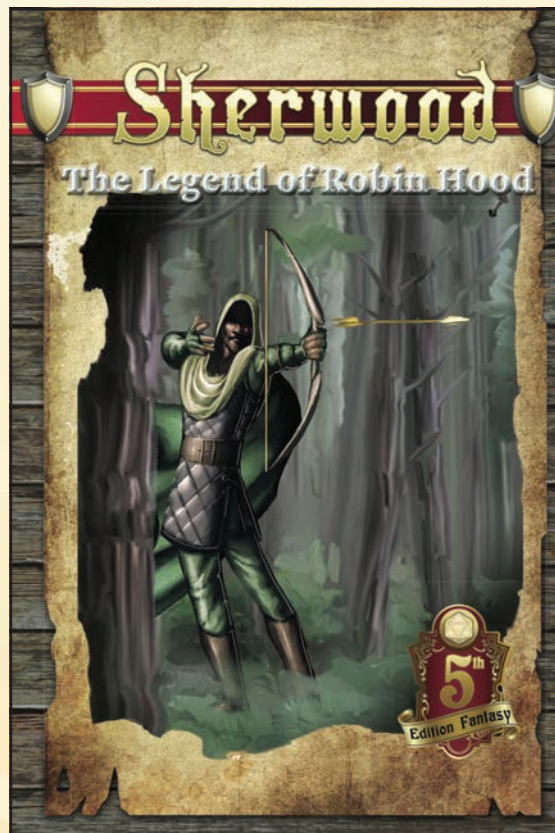


The *Pathfinder RPG: Book of the Damned* conjures demons, devils, the planes they rule, and the cultists who follow them. This massive tome is brimming with tons of information, including expanded (and extensive) details on the Abyss, Abaddon, and Hell, along with the creatures and denizens of these infernal realms. In addition, the *Book of the Damned* introduces a number of new fiends to surprise and challenge your

players' characters, and covers rules for rituals and infernal contracts. Very useful information for GMs interested in adding a bit of devilish fun to a campaign!

### "THERE'S PILES OF TREASURE... I'M NOT GOING TO DRAW IT."

Another fun and useful offering from Paizo is the *Pathfinder Pawns: Traps & Treasures Pawn Collection*. It's a collection of sturdy, illustrated, cardboard tokens with more than 100 depictions of traps and treasure to make your grid maps more interesting and accurate. Whether you need a scything blade, explosive runes, falling boulders, or the piles of coins, chests, and other goodies the survivors will crave, this is a great addition to any GM's arsenal.



### SHERWOOD? SURE WOULD!

Robin Hood is an enduring and endearing roguish character—and he's coming to *D&D 5th Edition* thanks to the folks at Battlefield Press. This is a setting book that gives you all the information you need to play a game set during the Third Crusade, while King Richard is off fighting and the Sheriff of Nottingham and Prince John run roughshod over England. Along with tips for playing in Medieval England, the book includes new classes designed for the setting. It's a great resource to scratch that "steal from the rich to give to the poor" itch!

### TAKE IT TO THE TABLETOP

Hopefully, this column has given you a new insight on adventures and why they're usually included in core rules, and allows you to look upon them from a fresh perspective. Now, go game!

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!

Watch Table for Two Show!



www.tablefortwoshow.com

## RUNNING WITH THE BULLS (CLP 114)

From Calliope Games, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



|  |                 |  |               |
|--|-----------------|--|---------------|
|  | 8 & Up          |  | 2 - 6 Players |
|  | 40 - 60 Minutes |  | \$20.00       |

On our show, we play games for two players or more, particularly from the two-player perspective. This game can be for 2-6 and we wished we had more players, because it would have been even more fun! We also feel this is a great game for children – although there's some strategy needed to win, it's easy to learn. The next time we play we're going to invite the family next door!

### HOW IS IT PLAYED?

The game takes three days to play – okay, kidding – three virtual days or rounds. Each day the tourists (players) are trying to run across the town of El Toro to reach their destination spots (restaurants, casinos, bookstores, etc.) via paths on the board. But, right behind them are bulls! And the bulls are running, too, so you better move faster to get to those destinations or you might get trampled! You gain points as you reach the destinations, and the player with the most points at the end of three rounds wins!

The board is the town with different paths to the destinations. But, one thing we must point out is that this board is a riot! Take time to read the signs and check out the artwork while you play! Each player receives runners and direction tokens in their chosen color. Depending on how many players are playing determines how many of the dice you'll use, and which colors. In our case, with two players, we had nine runners (dice) each, and used the yellow and blue colors. There's also a first player token – that player gets to move the "bull" dice (which are red) on the turns.



A set of destination cards are then shuffled, and five random destinations are chosen and placed on the bottom of the board for the runners to aim for. 50 action cards are also shuffled, and each player starts with five each. These cards can be used on your turn to do various actions.

At the very top of the board there are five starting spaces called roundabouts (numbered 2-6). Five red dice (bulls) are rolled and placed on each roundabout to start in order. Then the players roll their dice and place their colored dice on the matching roundabout number – anyone rolling a "1" can be placed on any starting space. Then, a sixth bull is rolled and placed on the matching number. Then, play begins!

- Each player (starting with the first player) plays an action card, then discards it. Sometimes action cards allow you to reroll your dice, other players' dice, gain points, etc.
- After all actions are completed, players move their runners down the paths to the next roundabout on the board. If there's a split in the path, they're labeled 'Odd' and 'Even', thus your odd dice go one way and your even dice go the other. Sometimes an action card allows you to place a direction token in



your color on a path, which would make your dice follow that colored direction token, bypassing the odd or even labels.

- Now comes the scary part – the bulls charge! The person with the first player token moves the bull dice. The bulls move the same way down the path following the odd and even signs. Once the bulls are moved, you compare the bull dice number with the numbers on the runner's dice. If any match, the runner can re-roll the die to, hopefully, not match the bull. Any dice that match are "trampled" and taken out of the game! (Ouch!)
- The first player token is passed to the next player, and steps 1-3 continue until the runners reach the destination cards (if any runners are left) at the bottom of the board. Once that happens, the "day" is over and points are counted!

Each destination is worth victory points awarded to the players, which are tracked with point tokens. Destinations can also have penalties or bonuses, so pay attention to which ones your runners will reach. Once the day is scored, you "reset" the game for another day. Players receive all their runners back for the new day. You can also discard any unused action cards and draw back up to five cards for the new day. Play the same way for day two and three, and the player with the most points at the end of the third day wins!

### TIMING OF THE GAME

With two players, this game took less than 45-minutes, but we think it'd be a lot of fun with more players, as there would be more options for runners to get trampled, use action cards, etc. Strategy comes with how you play the action cards, because you could cause your opponents or the bulls to be re-rolled, hoping to get more opponents trampled, hence less of the competition receiving points at the end of each day.

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





## THE BATTLE FOR TERRINOTH RAGES ON

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## PYRAMID ARCADE (LOO 074)

From Looney Labs, reviewed by John Kaufeld

|  |  |
|--|--|
|  8 & Up           |  1 - 10 Players |
|  10 - 120 Minutes |  \$77.00        |

It all started with a short story.

Years ago, designer Andrew Looney wrote a short story called "Icehouse," featuring people who played a game with little pyramids. That led to creating the first pyramid sets and developing a series of games to play with them. (Yes, including *Icehouse*.)

Fast-forward to today. Looney Labs gathered the best pyramid games from over 20 years of development into one massive presentation set — *Pyramid Arcade* — delivering 22 unique games, along with everything you need to play them, including pyramid sets, game boards, cards, dice, and more. Everywhere you look in *Pyramid Arcade*, you find fascinating abstract games. The pyramids in your box will become anything from rockets and planets, to volcanoes and warring insects.

Here are the 'Top Five' pointy things you need to know about *Pyramid Arcade*.

### ALL ABOUT THE PYRAMIDS

The box includes nine pyramids in each of 10 colors (eight translucent colors, plus solid white and black). Each set of nine contains three large, medium, and small pyramids. The three sizes stack neatly inside each other like Russian Matryoshka dolls, forming what the game rules call a 'trio'.



Those pyramids form the heart, the beauty, and the soul of these games. Looney's pyramids use a friendly, inviting shape that just makes you want to mess around with them and see what you can do.

### BALANCED BETWEEN STRATEGY AND LUCK

Every game in the world builds on the tension between strategy and luck, between thoughtful planning and "wow-I-didn't-see-that-coming". The games in *Pyramid Arcade* are split almost straight down the middle between the ends of that spectrum. Titles like *Homeworld*, *Martian Chess*, and *Petal Battle* lead the way on the pure strategy side, while *Launchpad 23*, *Petri Dish*, and *Treehouse* rely on more randomness.



### PLENTY OF PLAYER VARIETY

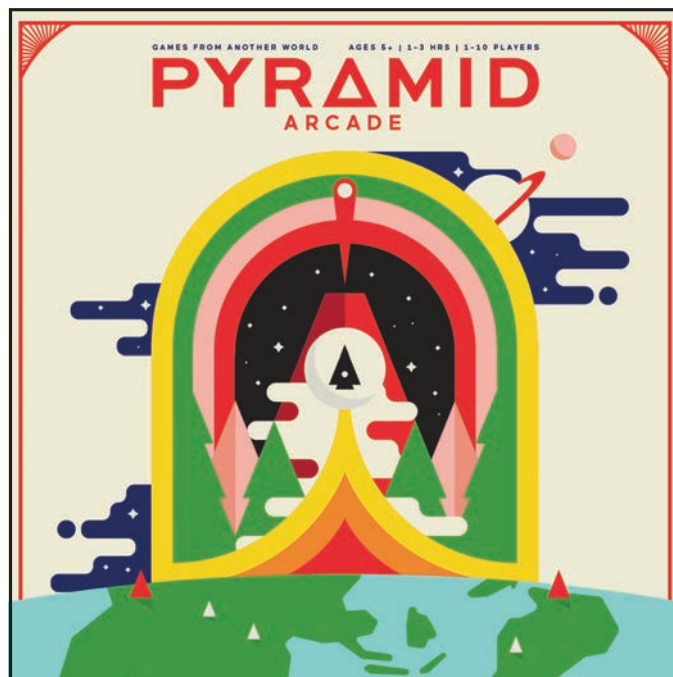
Thanks to the abstract flexibility and sheer quantity of games you can play straight out of the box, *Pyramid Arcade* gives you options for just about any number of players. That's a huge boon for nights when you thought a few people were

coming over, but they suddenly all brought friends. Likewise, you'll also find a pair of solitaire games to entertain you when you're on your own. (To the other "only children" out there, I know your pain.)

### KIDS CAN PLAY, TOO!

When it comes to accidentally stepping on something plastic in the middle of the night, the pyramids beat LEGO blocks hands down. But, despite that, *Pyramid Arcade* gives you plenty of kid-friendly game options.

The rulebook includes a section with tips on games that work best with kids, as well as games you can easily modify either for children or easily frustrated, non-gaming adults. I especially appreciate their



ideas about using *Color Wheel* as a cooperative team activity (you and the kids against the game) and playing "Game Zero," which is a fancy way of saying "dump the pyramids onto the table and play with them." Just make sure you get all of them off the floor when you're done. (Really. Ouch!)

### GOING YOUR OWN WAY

If you want to get in touch with your inner game designer, *Pyramid Arcade* makes a stunning prototyping tool chest. With all of the pyramids, plus multiple playing boards of various sizes and styles, a bunch of specialty and traditional dice, and even more goodies, you can experiment to your heart's desire. You can also use the existing games for inspiration, since that's how many of the games in the rules got their start.

Oh, and for the record, when you use the pyramids to design your own game, you're playing *Glitz*. (Check the game design section in the back of the rule book for more details.)

### THE VERDICT

If abstract games that range from mildly puzzling to mind-bendingly strategic make your heart sing, then you need this game. Oh, and the back of the rulebook includes descriptions and rules links for another 22 games that require extra pyramid sets to play (available separately).

Get ready for awesome fun, because *Pyramid Arcade* is a wild gaming trip!

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).





# SHADOWRUN ZERO DAY



A two-player hacking card game.

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## CASTLES OF CALADALE (RGS 00531)

From Renegade Games Studios, reviewed by Rebecca Kaufeld

|  |   |
|--|---|
|  8 & Up     |  1 - 4 Players |
|  30 Minutes |  \$30.00       |

Yesterday, the castles were beautiful.

Strong gates and all kinds of materials once laid the foundation for wizards, fairies, and gnomes to build to their hearts' content. Some used magical stones to create castles that would make royalty weep. Others grew trees that put an entire forest to shame, and still others constructed mansions that will set the standard for an entire era.

This morning... they were gone.

### ONCE UPON A TIME...

In Renegade Game Studios' *Castles of Caladale*, players help residents rebuild their mighty homes. A completed castle is a job well done; surely, the residents will tell wonderful stories of your kindness for years to come. Construct a half-completed home, though... and the details get a little fuzzy.

For this game, there are a couple ways to play (including two solo variations!). Basic gameplay is pretty much identical in each case: players begin with a grassy strip of land, a front door, and a wild token. From there, they take turns selecting castle tiles from nine face-up options, and try to complete the tallest, widest, and most impressive castle around.

(It's a lot more difficult than it sounds.)

### BUILDING MATERIALS

54 of the tiles are straightforward: the wizards' stones, the fairies' trees, and the gnomes' mansions are stately and neat. They use the whole tile for their own theme (stones, trees, or Tudor mansions), and don't try to involve anyone else's ideas of style.

18 of the tiles, however, don't play well with others. Instead of being dedicated to one theme (stones vs. trees, etc.), they blend two themes at a time. The more players build, the more mixed-up their castles become: stones become mansion walls that turn into trees... and then, somehow, fade back into stones!

Through a mixture of skill and chance, players have the opportunity to select which tiles they want for their castle. The more combinations, the better – the crazier they seem, the more beautiful they become! And Caladale's residents want only the best castles. Best not to disappoint them...

### OTHER VARIATIONS

The beauty in this game is its simplicity. The basic game, as I said before, is easy: nine face-up tiles. Pick one, add it to your castle, rearrange if you wish, and the turn continues. There are two options for variation: to speed, or not to speed? (That is the question.)



For multiple players, once you've had a chance to learn the rules and some tricks for tile placement, the next step is to take away turns and introduce simultaneous play. Get ready for madness – this is usually when everyone decides to take the same tile at once!

There are also two solo variations available. The first is more traditional: choose your tiles carefully to build the biggest tower possible. However, the building magic is stronger with more players; in this rendition, you cannot change where a tile goes. Once it's placed, it's there for the rest of the game.

The second is a speedy alternative (with or without a timer). Instead of starting with just a door and a wild tile, the player has 25 tiles total to build a castle – no 72-tile supply as backup. Only nine other tiles stay on the table as alternatives to swap with. Be warned, though, that for every tile that gets swapped, that's one less point at the end of the game...

### HAPPILY EVER AFTER...

*Castles of Caladale* is the next generation of family-friendly games. At ages 8 and up, it can involve almost all members of the family, yet has enough strategy to keep even the adults interested. With two solo variations, it doesn't even matter if there's a friend to play with – anyone can build castles to their hearts' content. The residents of Caladale will be glad for the help.

...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*





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## SHADOW WAR: ARMAGEDDON (GAW AR-60)

From Games Workshop, reviewed by Thomas Riccardi

|  |   |
|--|---|
|  15 & Up          |  2 Players |
|  30 - 120 Minutes |  \$130.00  |

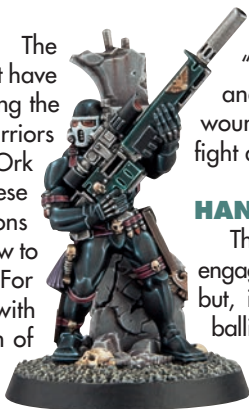
On the Imperial hive world of Armageddon, war is a daily occurrence and blood flows freely. The green menace known as the Orks are spread far and wide across the planet's surface, and at every turn they clash against the forces of the Imperium. While the mighty Space Marines seem to claim glory for all of the Imperium, there are forces working together to squelch smaller threats. This is the story of one of these Kill Teams, dispatched to Hive Acheron to stop the Ork threat. Will the forces of the Imperium be successful, or will they succumb to the green tide? This is the setting of *Shadow War: Armageddon*, a boxed game from the folks over at Games Workshop!

When you first open the box, you'll be greeted with a sea of grey plastic, as there are more than a few miniatures to piece together. This core set contains everything you'll need to construct two Kill Teams, consisting of twenty-one miniatures (ten Ork Boys and an Ork Nob, and a ten-man Space Marine Scout Team). However, there's more! There's enough Sector Mechanicus machinery that'll allow you to recreate part of a Promethium sprawl!

Also included are 64 counters to indicate if a model is running or on overwatch, as well as three plastic templates ("small blast," "large blast", and "flamethrower") to help determine weapons effects on the battlefield. Lastly, dice and a 125-page rulebook round out the mix for this two-player skirmish.

The aforementioned rulebook is incredible! The opening chapter gives you the history of the wars that have taken place on the planet of Armageddon, chronicling the invasions that the Orks have initiated and the warriors who've fought in these conflicts. From the dreaded Ork Boyz Mobs to the Space Marine Scouts, each of these factions are detailed extensively, along with the weapons they use on the battlefield. The rules section covers how to organize the forces and utilize them for a Kill Team. For those unfamiliar, Kill Teams are veteran units, but with smaller forces (usually of ten models per side). Each of these models includes stats which determine how far they move and how accurate they shoot.

Clashes are broken up into four phases:



### MOVEMENT

During this phase, you can move your character up to the full allotment, run double their movement stat, hide to conceal their position, or charge their opponent to get into melee range.

### SHOOTING

The shooting phase allows those with ranged weapons to open fire on targets that are within the line of sight and in range, while applying various modifiers to hit, as well as their ballistics skill. You then roll the dice - even if it's an assured hit, because if a "1" is rolled, it's an automatic miss. Saves are applied to armor and wounds are totaled, and if the target is down to a single wound, you roll on a table to ultimately determine if they endure to fight another round, or be taken out of action.

### HAND-TO-HAND

This occurs when two models are touching base to base and can engage in hand-to-hand combat. This is calculated just like Shooting, but, instead, uses the model's attack characteristic rather than their ballistic skill. Saving throws, rolling to wound, and resolving injuries follows suit.

### RECOVERY

In this phase you can try to regain some of your unit's nerve if they're shaken by enemy fire or wounds. If a fighter is 'broken', they'll scramble towards cover and not engage in combat (their weapon skills count as 'one' in this frame of mind).

The remainder of the rulebook explains various specifics, such as the weapons used by each side and their characteristics. There's also several scenarios that can be played with the option of campaign play, with rewards for completing a mission.

If you've ever wanted to get started playing Warhammer 40k this is the game for you! *Shadow War: Armageddon* features comprehensive rules, and boasts tons of scenery and miniatures. For this and other games head on over to [www.games-workshop.com](http://www.games-workshop.com) and get ready to battle for Armageddon!

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





RYAN LAUKAT

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